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GAME BOY XTREME MAGAZINE

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RESIDENT EVIL GAIDEN!

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to hit the handheld!

FEATURE!

BEST OF THE BEST!

What are the greatest games on
the Advance and Color this Christmas?
Check out our guide to the very best of the best!

EXCLUSIVE REVIEW!

DOOM

The alien-mangling sensation
comes to the Advance, but can it still thrill?
Find out with our exclusive review!

ON THE
VIDEO!

Resident Evil Gaiden

See the blood-spattered
slaughterfest in action!

ON THE
VIDEO!

Best of the Best

We round up the very best the
Game Boy Advance has to offer!

PLUS...

- Klonoa: Empire of Dreams
- Steven Gerrard's
- Total Soccer 2002
- Wizards
- Jet Riders
- Action Replay GBX

ON THE
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Doom

Reviewed! The legendary
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LOOK 'N' LOAD

60 It's Here!



The Action replay GBX has finally arrived, and they've added some scorching new features since we last took a look. We blow it wide open on Page 60...

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The first-person shooter that started a gaming phenomenon comes to the Advance, but can it beat the sublime Ecks Vs Sever? Find out on Page 18...



Harry Potter and the Sorcerer's Stone

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The bespectacled one comes to the Game Boy Advance, but did we want him? We cast a spell over the game on Page 38...

Our biggest ever issue is packed to bursting with great Game Boy games...

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GBX blasts into 2002 with some more happening games!

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THE FIRING LINE



Forthcoming thrills and happening news!

SAKURA SAYZ

Hey readers! Up until now, all our covers have been cute and cuddly.

Well, maybe not Lara, but overall, sweet and innocent games have been the order of the day. Not this issue! Resident Evil Gaiden is bustin'

its way onto the Advance, and we got the exclusive review. And it's gory in the extreme! I've seen more blood and guts than a butcher's chopping bench, but at times it even made me squirm. Another blood-spattered slaughterfest is Doom. I'm sure ya don't need me to tell you about this

one – check out our full review and ace video footage and see how well it plays. And if that's not enough, we've also packed in a FREE Super Street Fighter II Turbo Revival calendar for next year. Are we good to ya, or what?

Sakura

JIMMY NEUTRON, BOY GENIUS

ADVANCE PREVIEW

Can you solve Jimmy's riddle?

He's ten years old, he's got his own cartoon on the Nickelodeon channel and he's so squeaky clean you just want to slap him. He's Jimmy Neutron, and he's coming to

the Game Boy Advance. After occasionally saving the world from total destruction, Jimmy likes to hang out with his robot dog, Goddard, and his best friend, Carl Wheezer. You play both Jimmy and Goddard in the game. There are seven locations to battle



through, each of which forces you to complete several levels before moving on. There's a multiplayer link-up mode too. Jimmy Neutron, Boy Genius was created by



DNA Productions and screenwriter/director Steve Oedekerk whose credits include both Ace Venture movies, The Nutty Professor

and Patch Adams. Starring the voices of Martin Short and Patrick Stewart. The game's coming to us courtesy of THQ...

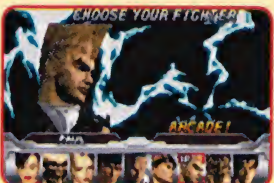
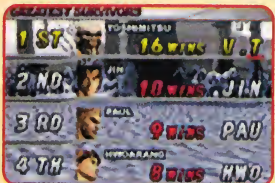


TEKKEN ADVANCE PREVIEW

More news on its Advance debut...

We've a few more shots of the eagerly-anticipated Tekken for the Game Boy Advance for ya. They're

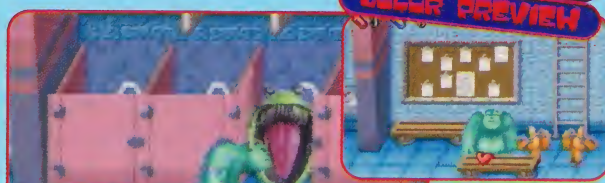
pretty small, and we still don't have a release date, but here's the shots anyway...



MONSTERS, INC. ADVANCE PREVIEW

Time to grab some fiend fuel...

Monstropolis is having an energy crisis, and it's up to you to help. As Mike and Sulley, you must solve the mystery of what's going on by talking to friends, getting clues, learning new tricks and generally doing all the things you'd expect to do in an arcade adventure. And you can do it on the Advance or the Color too... The games are based on the forthcoming Disney/Pixar film, a computer-generated cracker from the people who brought you Toy Story and A



Bug's

Life. The games are based on the movie plot, and feature more than ten levels of solid gameplay based on movie stills. There are bonus mini-games and puzzles, and a password system to save your progress.

Boooo - what's wrong with a battery? THQ promises action that will appeal to young and old alike. This is certainly true of Pixar's films, but will it hold for the games? We'll find out when they hit the shelves next January.



FAAAALL IN!

With Resident Evil Gaiden set to thrill, we cast our thoughts to future gore-fests. This month Sakura asked what bloodthirsty blockbuster they'd like to see converted to the GBA and why?



IAN OSBORNE

Ever read a Sven Hassel book? He was a soldier in the German army during World War II, and he writes chilling tales of life on the losing side in the final years of the war. If they made one into a film, it would probably be banned...



JAMIE WILKS

Aliens is my all-time favourite film, and it tends to get an outing on most platforms, so it'd be great to see a dark and scary Aliens first-person shooter on the GBA. I say we take off and nuke the site from orbit; it's the only way to be sure!



JOHN HAGERTY

Blood Donor by National Blood Transfusion Service. I've not seen it yet, but I've seen loads of posters for it. I think it's a good film. What? Why are you looking at me all funny?



SIMON DREW

It's time someone gave us a Batman game we could really be happy with. I reckon they should bring Batman Returns to the Game Boy Advance. Er, but that's got nothing to do with Michelle Pfeiffer in her cat-suit, boss. Honest. (Not much to do with blood either - Ed)



OLIVER LAN

Carmageddon. Ok, it's not a movie, but what better for a bit of light relief than mowing down a few pedestrians. Sure, there's top-down Carmageddon on the GBC, but you need first-person for that real brains-on-the-windscreen feel.

BIRTHDAY BLUES?

To celebrate the tenth anniversary of the Japanese branch of Toys-R-Us, Nintendo rustled up a special edition Game Boy Advance in midnight blue. It's by far the coolest colour yet, but it's only going to be sold in Japanese Toys-R-Us stores. And even then in very limited quantities. Ho hum...



JONNY MOSELEY COMES TO THE GBA

What do you mean you've never heard of him? Oh alright, neither have we, but apparently he's a top extreme skier and he's coming to the GBA in February of next year. Hopefully next month we'll have some screenshots for you.



BONX

ADVANCE PREVIEW

What a stupid name for a game...

Well, thankfully it's only a working title. By the time the game's released, we reckon they'll have thought of something better to call it, but for the moment it's called *Bonx*.

It's every cube for itself in this action/platform/racer. Gamers enter a distinctively distorted universe built from straight lines and shapes,

playing as one of four geometric gladiators. These cubic creatures climb the Pythagorean pyramids and square cityscapes around them by hatching cubes in a stair-stepping race to the top!



Throughout the crazy conquest, players can also attack each other via special pick-ups collected during the game. Players can leave timed explosive cubes in the course of their opponents, defend themselves with special Shields, or zip long-range Missiles at competing cubes, momentarily stopping them in their tracks. Within



the odd arenas, special zones throughout the maps cause the pick-ups to have increased effect, so strategy should be employed to maximise these defensive manoeuvres.

Quadruple the competition by playing with up to four players. Get the lead out in Race Mode, where the first cube to reach to top of staircase-like maps first wins. Or try King of the Hill mode, which plants players in small arenas filled with pickups and charges, as players fight to occupy the confines the longest.

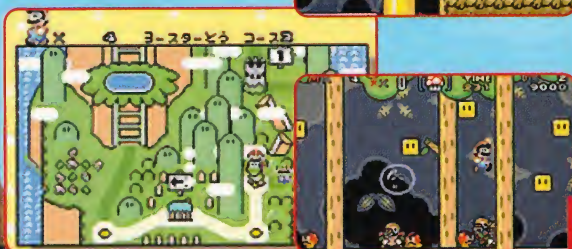
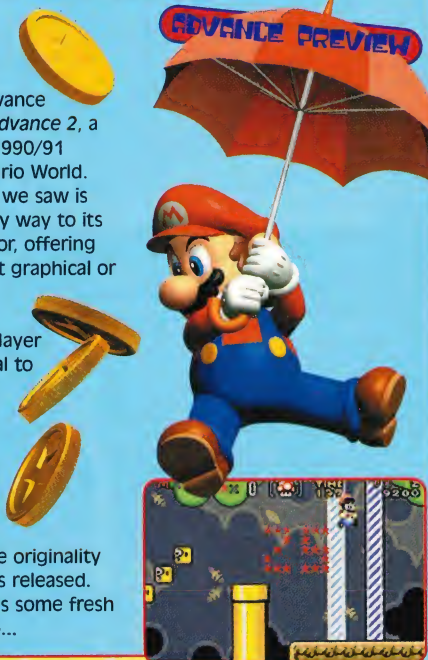
This one's been put back to next year, so don't expect to see it on the shelves before Christmas.

SUPER MARIO ADVANCE 2

Another SNES classic revisited...

As regular readers know, the next Mario opus on the Advance is *Super Mario Advance 2*, a remake of the 1990/91 classic *Super Mario World*. The last version we saw is identical in every way to its SNES predecessor, offering not the slightest graphical or sonic enhancement. Also, the multiplayer mode is identical to that in the first *Super Mario Advance*. D'oh! Let's hope they take advantage of the power of the Advance and inject a little originality into it before it's released. Oh, yeah - here's some fresh screenshots too...

ADVANCE PREVIEW



EGGO MANIA

Yep, it's another puzzler on the GBA...

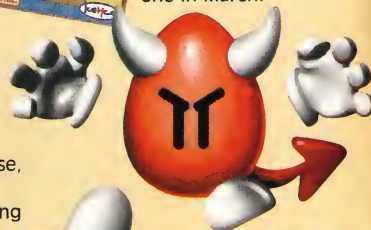
ADVANCE PREVIEW



Does this look suspiciously like *Tetris* to you? Publisher Kemco claim it's 'a unique, original game' that will 'define the puzzle genre', so it had better not be a rip-off.

The Eggos, egg-shaped heroes, have to build towers on little islands to stop them being drowned by the rising tide. There are weapons and items to use, and beautiful graphical touches such as swimming

goldfish and great lighting effects. Game modes include Time, Competition and Link-Up. Expect this one in March.



RHINO RUMBLE PUZZLE

COLOR PREVIEW

There's life in the old dog yet...

Yet again, Rhino has eaten too many chillies and yet again, it's up to you to sort out the mess, not in a Mario-style platformer like in *Rhino Rumble*, but in a 60-level puzzler as you feed him barrels of fire-quenching water. With your innate powers and the help of items dotted around, you must get the

barrels to the horned one without breaking them. This one's due very soon, and if it's as good as the original *Rhino Rumble*, it's one to look out for.



DOKAPON

COVER PREVIEW

Gotta' fleece 'em all...

As rip-offs go, this one really takes the biscuit. Not to mention the starter, main course, pudding and after-dinner mints. Just take a look at the title - *Dokapon*. What does that sound like?

The gameplay is equally familiar. It's an RPG in which you must become a Licensed Adventurer by completing various missions and passing the Adventurer's exam. There are (and this is the clincher) over 150 monsters to collect and utilise along the way. Not at all familiar, is it? *Dokapon* is already out in



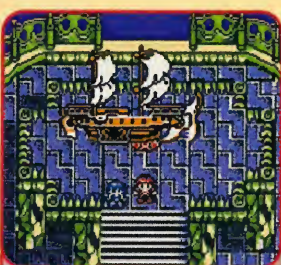
Japan, and should be on the shelves in the States by the time you read this, so a UK release seems likely. If it happens, we'll let you know whether *Dokapon* has any original ideas at all.



LUFIA: THE LEGEND RETURNS

The classic RPG is back with a third instalment...

COLOR PREVIEW

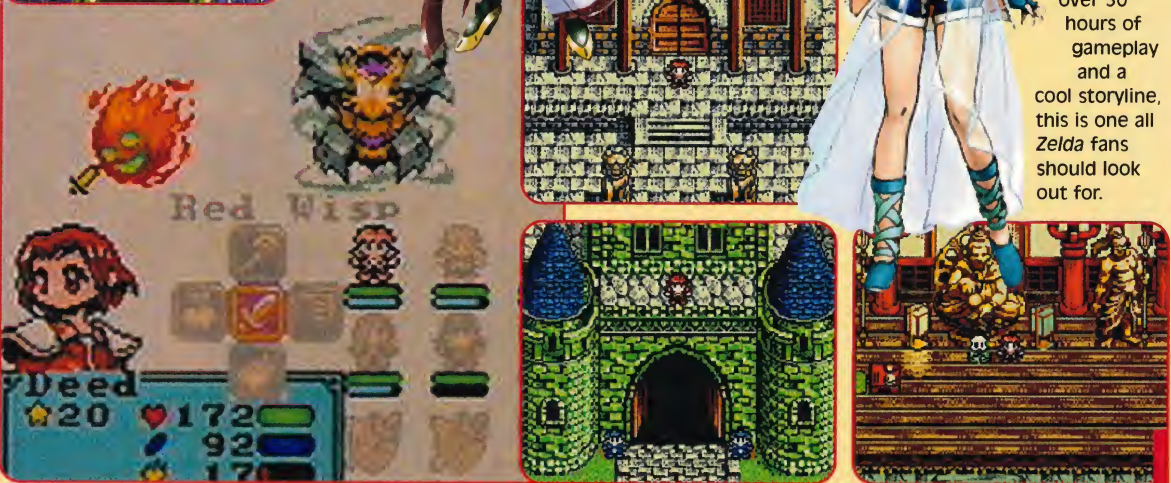


Love, hope, revenge, honour - no, not another cheesy Hong Kong martial arts movie, but a chilling role-player on the Game Boy

Color. *Lufia: The Legend Returns* features 12 playable characters, each with their own strengths and weaknesses, hundreds of spells,

weapons and mythical beasts and amazing graphics. Publisher Ubi Soft claim it's twice as colourful as a normal Game Boy Color offering.

It's not due until 2002, but with over 30 hours of gameplay and a cool storyline, this is one all *Zelda* fans should look out for.



TEN-GRAND PRIZEFIGHT ON THE ADVANCE

Studio 3 is offering a £10,000 prize to whoever gets the highest score in their latest smash, *International Karate Advanced*. After a game, players are given a special code which they can then submit to Studio 3 along with their score. The code is used to see if anyone cheated - don't ask us how, we don't know and they're not saying, but they're confident no one can fiddle a high score by making it up or using an Action Replay GBX. The competition will run until 31st March 2002. Check out the details inside the game box.



NEW GAME MODES FOR GUILTY GEAR

According to its Japanese publisher, the forthcoming *Guilty Gear X* will contain two modes not available in the PS2 or Dreamcast games. There's a tag mode, and also a three-on-three team event. No UK release date has been set, or even a publisher announced, but it seems likely it will happen.



TV DE ADVANCE

Over in the States, Gamesark has been beavering away on the TV de Advance, a little device that lets you play your GBA games on the telly. Just link it up to the square box and you're away! You can play GBA and GBC games on the goggle box with it too! The TV de Advance should already be available in the States by the time you read this, and hopefully they'll release it in the UK too, but if you're tempted to buy one on import, beware – make sure it works with your tellie first. Not all American and Japanese products do.



DON'T BELIEVE THE RUMOURS

There's a false rumour doing the rounds on the Internet (as usual). According to some sites, the UK release of the GameCube has been put back to Autumn of 2002. Not so. According to Nintendo, it's still coming in Spring 2002.

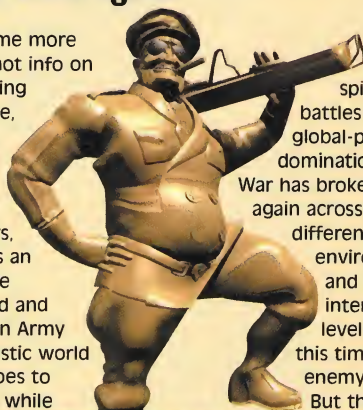


ARMY MEN: OPERATION GREEN

ADVANCE PREVIEW

The plastic soldiers invade the Advance once again.

We've got some more screens and hot info on the forthcoming Army Men title, Operation Green. In the tiny world of plastic soldiers, there remains an ongoing battle between good and evil. The Green Army strives for plastic world peace (and goes to war to get it) while



the Tan Army spitefully battles for global-plastic domination. War has broken out again across five different environments and 15 interactive levels and this time, every enemy counts. But this war is different. Thanks to

cutting-edge in-game artificial intelligence, the tan soldiers are smarter than ever before. They can hear you, see you and almost smell you. From jeep, tank, boat or air, these combat-intense surroundings, complete with real-time weather effects, demand your complete attention.

Fortunately, this time, the Green Army is equipped with new weapons ranging from knives and machine guns to

bazookas and an array of armed combat vehicles to guarantee ultimate success in leading the Green Army to victory. Air support can be called to deal devastating air strikes as well as air drops of medical and weapon supplies. All this is topped off with combat-intense multiplayer gameplay for up to four players.



CREATURES COMPETITION!



Enter Albia, the peaceful and tranquil world of the Norns. This is the universe where the intelligent and inquisitive little Creatures survive, learn and evolve amongst other Norns. But this is a world that exists in a fragile balance between good and evil as the malignant Grendels go about creating havoc for the peaceful Norns. So where do you fit in? Well, if you bag a copy of Creatures for the Game Boy Advance, you can lead the Norns, watching them grow and helping them avoid danger in this hilarious new adventure game from Swing! Entertainment.

To celebrate the release of Creatures on the Game Boy Advance, we have five copies of Creatures to give away! To stand a chance of winning, just answer this simple question:



Q Where do the Norns live?

A Mario Land

B Birmingham

C Albia

When you think you know the answer, ring our Creatures Compo Hotline, leaving your full name and address when prompted. Don't forget your postcode.

09064 774478

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 5th December 2001 and close at midnight on 2nd January 2002. The editor's decision is final and no correspondence will be entered into.

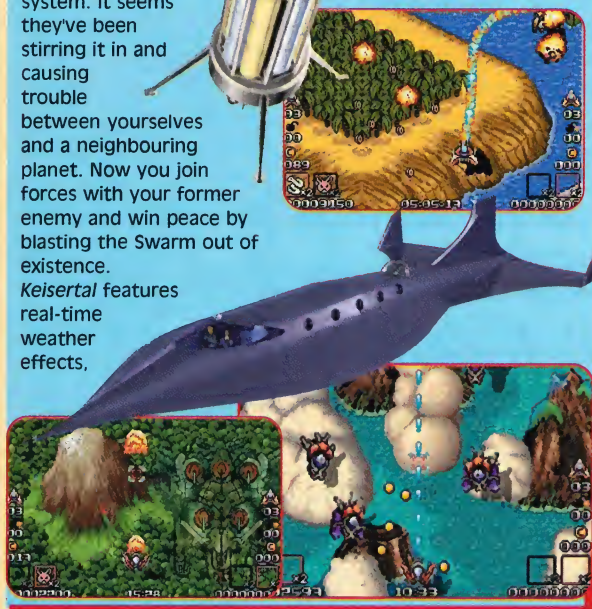
KAISERTAL

Fight the Necronis war...

ADVANCE PREVIEW

From the land of tulips and windmills comes Kaisertal, a happening blaster from Dutch team Lost Boys. Your home world is under attack (again), this time by Swarm, an unstoppable alien force that threatens to destroy our solar system. It seems they've been stirring it in and causing trouble between yourselves and a neighbouring planet. Now you join forces with your former enemy and win peace by blasting the Swarm out of existence. *Kaisertal* features real-time weather effects,

day-to-night lighting, twin storylines covering two separate fighters, nine levels and bosses and over 50 different weapons. There's a link mode in there too. No release date has yet been set, but it shouldn't be far away.



FIRE EATERS

And no, it's not just bad breath!

ADVANCE PREVIEW

Developers Lost Boys have high hopes for *Fire Eaters*, a game they describe as 'a beat-'em-up in the best tradition'. Making use of innovative 3D techniques to create memorable and entertaining cartoon characters, the game is intended



to push the GBA to its very limits. The aim of the game is to win the lost pages of the Book of Zero in a series of fights, and in true beat-'em-up style, every pugilist has his own reasons for wanting it. There are 11 characters to choose from, each with

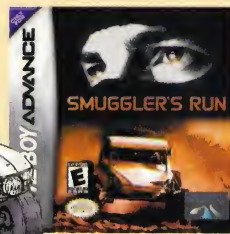
SMUGGLER'S RUN

A race and chase game with a difference...

ADVANCE PREVIEW



Anyone can enter a race, but in *Smuggler's Run* you're racing for your life! In your high-powered all-terrain vehicle, you must zoom over hills, through rivers and around small villages as you seek to evade your pursuers and deliver your illegal cargo to your crime boss. Pursuers include US boarder patrols, the CIA and rival smuggling



gangs.

This one hits the shelves in February of next year, but we hope to smuggle out a copy for review next issue.



NEW CARD-E-READER GOODIES ANNOUNCED



Some new games have been announced for the Card-e-Reader, a Game Boy Advance card scanner which offers movies, mini-games and other goodies - if you have the right trading cards! *Mario Party Card-E* and *Game & Watch Card-E* are two forthcoming games containing bonuses which are activated using e-cards. What the bonuses are we don't yet know, but the Card-e-Reader is out this month in Japan and the Mario/Game & Watch cards should follow in the Spring.

YET MORE NEW GBA COLOURS IN JAPAN...

Nintendo of Japan has announced yet more Game Boy Advances, this time in black and orange. And they're permanent additions to the range too, not limited-edition releases like the midnight blue and Pokémon machines. They cost the same too. There's no news on whether they'll see the light of day in the UK, but as they're permanent additions to the GBA line-up a Brit release seems likely. To coincide with the GameCube launch, perhaps?



unique special moves and combos, and several multiplayer options. We look forward to getting out fists on this one, but with *Tekken* and *Street Fighter Alpha 3* on the way, it had better be a tough nut to crack.



WIN



A GBA AND A COPY OF CASPER!

CASPER

SPIRIT DIMENSIONS™



Did you see the Casper review in last month's issue? If not, why not? Well anyway, it's a really cool save-'em-up in the Sleepwalker mould (for those who remember that crusty old Amiga charity game). It scored a very respectable 80%, and now we've got two copies of the game and two Game Boy Advances to give away. So if you're saving for an Advance, give it a spin - you might be able to save your money!

To stand a chance of winning one of these amazing prizes, just answer this simple question:

Q: What sort of undead creature is Casper?

A: A zombie B: A vampire C: A ghost

09064 774484

When you think you know the answer, ring our Casper Compo Hotline, leaving your full name and address when prompted. Don't forget your postcode.

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 5th December 2001 and close at midnight on 2nd January 2002. The editor's decision is final and no correspondence will be entered into.

PUYO PUYO

More mean bean mayhem...



Now this is one we're REALLY up for! Dr Robotnik's Mean Bean Machine was one of the hottest puzzlers ever to hit the Mega Drive, and now it's coming to the Advance as *Puyo Puyo!* The game's just made for handheld gaming. It's simple



ADVANCE PREVIEW



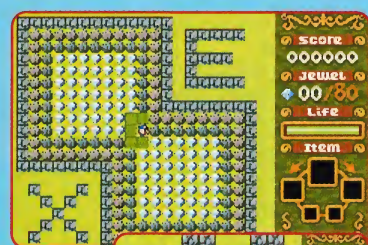
yet addictive, colourful yet clear and breaks down nicely into bite-sized levels for those spare-five-minute plays. The aim of the game is to link groups of similarly coloured beans, making them disappear and dropping clear beads on your opponent's patch. These can only be bust by blowing a bean next to it. And judging by one of the screenshots they sent us, there's four-player action in there too!

BOULDER DASH EX

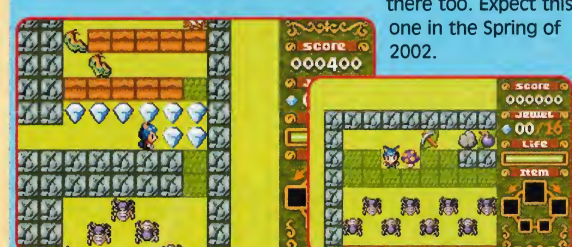
ADVANCE PREVIEW

Yet another riveting retro rave...

It's a classic game. Help Rockman recover the diamonds by digging tunnels, looking out for impassable rocks and loose boulders that fall on your head if you dig under 'em, as well as a host of roving baddies. Now Kemco is bringing *Boulder Dash* bang up to date with *Boulder Dash EX*, and we can't wait! New features include updated graphics, zoom, screen rotation and new



enemies and items. There's a four-player link mode in there too. Expect this one in the Spring of 2002.



OVERSEAS NEWS

More great games from the import shelves!



TROUBALLS



Hey, guess what? There's a second gridiron game

out there for the Game Boy Advance, but it's no better than *NFL Blitz 20-02*, which we covered last ish. **Sports Illustrated for Kids: Football** ain't a simulation of the sport – it's only eight-a-side. The game engine's kewn, running smoothly though a little slowly, and the AI's pretty good (the computer has a very miserly defence). However, presentation's particularly poor. Pickin' ya playz can be a real chore, and it's possible for the defendin' team to waste time, allowin' the clock to run down instead o' gettin' on with da game. *Sports Illustrated for Kids: Football* is an average game – not bad, but nothin' special. The real gamez fanatics out there will already be familiar with the *Choro-Q* series of racin' gamez. Now the saga's comin' to the GBA with **Choro-Q Advance**! If ya wonderin' what Choro-Q is, it's a series of mini motor toyz that's really big in

CHORO-Q ADVANCE



Japan. A sort of super-deformed Micro Machinez. They do all sorts of cars, boats and planes, and many of 'em are featured in the new GBA racer! Usin' Mode 7

graphics (think Mario Kart), you get to race over loads'a terrains, and upgrade your kit as you go. There's a kewn four-player link mode too.

Color Creation...

And just to prove the Game Boy Color is still goin' strong, Capcom hit the shelves with **Trouballs**, a really kewn gear-turnin' puzzler. The aim of the game is to group the coloured balls into squares, at which point they disappear. Ya move the balls by turnin' the gears, rotatin' 'em right and left with the A and B buttonz. Turn 'em fast – if a ball is in mid-air for a second or two and there's nothin' underneath, it falls down. Then again, maybe that's what ya want to happen... The levels get tougher as ya go. Soon ya groupin' balls in sixes, not fours, as well as movin' a ball across a band o' gears, flippin' from one to the next before it falls and ya lose it! There's over a hundred puzzlez on offer, and a password system to help ya get through. Options and modes are limited, but it's still a great puzzler.

SPORTS ILLUSTRATED FOR KIDS: FOOTBALL



Sakura

DATELTA CITY IS UNDER ATTACK... WHO CAN SAVE PLANET EARTH NOW?



DANGER!



WHAT NOW?



NOW SAKURA HAS THE POWER TO SAVE PLANET EARTH...

ACTION REPLAY GBX™

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ALL WEAPONS



INFINITE HEALTH



INFINITE AMMO



ALL VEHICLES



INFINITE LIVES



EXTRA CHARACTERS



The Best of the

What are the greatest games on our happening handhelds? We check out the very best Game Boy Color and Advance titles...

You've got a Game Boy Advance or a Game Boy Color – cool. That's what the mag's about. And with Christmas coming, you wanna know what's hot and what's grot. That's what this feature's about. We separate the crazy carts from the pathetic pretenders, and bring you the best of the best, the greatest Color and Advance title in each game genre.

RPGs

Legend of Zelda

Legend of Zelda: Link's Awakening DX is arguably the greatest GBC game ever, and many consider it the finest *Zelda* game on any console. The game unfolds perfectly, with new items and skills allowing you to reach previously-inaccessible areas. Although it offers an arcade combat system, the thinking-person's game theme is never abandoned. Even the boss battles are strategic. A 98% blockbuster!

Bomberman Tournament

Although the heart of *Bomberman Tournament* is its multiplayer arcade action, like most recent *Bomberman* games, it also includes an RPG game. Unlike most recent *Bomberman* games, this one works. Pokémon influences are clear, though it's not as deep as the pocket monsters' offering. The package as a whole scored 92% in Issue Two.

Beat-'em-ups

Batman of the Future

We've got two games we wanna tell you about here. If you're looking for a scrolling beat-'em-up in the *Double Dragon* mould, go for the superb *Batman of the Future: Return of the Joker* (90%). It's a little easy, but great fun to play. The best one-on-one fighter on the Color is *International Karate 2000*, a fun-filled martial arts game which features some great between-bout bonus stages.



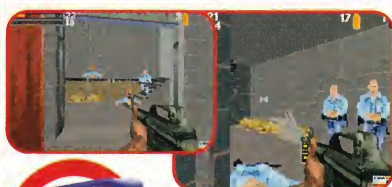
Issue Five saw *Super Street Fighter II Turbo Revival* score an impressive 90%. It's a perfect conversion of the finest game in the *Street Fighter II* series, a saga that made history with its impressive combos and tactical bouts. *Street Fighter Alpha 3* might snatch the crown in the New Year, but for now, this is the GBA's hardest hitter.

Super Street Fighter II



Best

First-Person Shooters



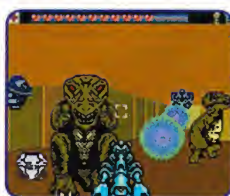
Ecks Vs Sever

No contest – *Ecks Vs Sever*! Scoring 95% last issue, the game features parallel storylines involving the two competing agents. Not to mention silky scrolling, a great running speed and some of the best gameplay ever seen on a handheld. Multiplayer action involving deathmatches, bomb-building and VIP protection/assassination round off a brilliant package.



Alas, there are no first-person shooters on the Color. *Tyrannosaurus Tex* offered 18 levels of monster-mashing mayhem, but it rolled over and died when its publisher, Eidos, pulled the plug on it before it was even released. Ho hum...

Tyrannosaurus Tex

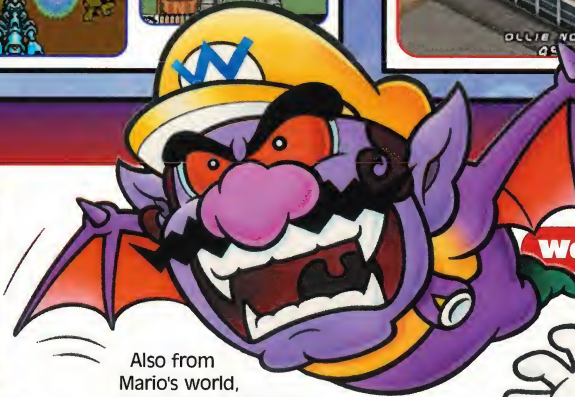
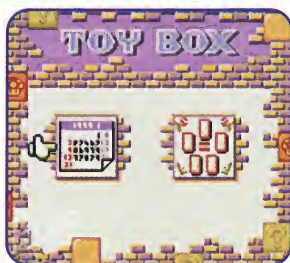


Platform Games



Super Mario Bros DX

Let's face it – no one makes a platformer like Nintendo, and its no surprise the big 'N' is responsible for the greatest platform-pounders on both machines. On the Color, *Super Mario Bros DX* reigns supreme, even after all these years. A near-perfect conversion of the coin-op, it scored an amazing 98% in our On the Shelves round-up.



Wario Land 4



Also from Mario's world, *Wario Land 4* wins the Advance prize, scoring a sizzling 96% in Issue Five – our highest ever mark! Like all Mario games, this one's feature-packed and perfectly-balanced for maximum playability. It's an original Advance title too!



Sports Sims



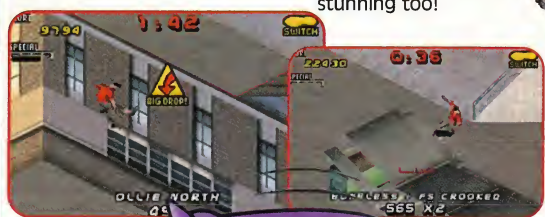
Mario Golf

Once again, it's Nintendo who take the trophy on the Color. *Mario Golf* is a superb arcade interpretation of the sport, and puts the fun back into putting. Instinctive controls, a great skills curve and N64 connectivity make it a true matchplay champion. It scored 96% too.



Tony Hawk's Pro Skater 2

Way back in Issue Two, *Tony Hawk's Pro Skater 2* scored 93%, and there's been nothing to touch it since. The superb controls and fluid tricks that made it a hit on the big consoles have been perfectly ported to the handheld, creating an all-time classic. It's visually stunning too!

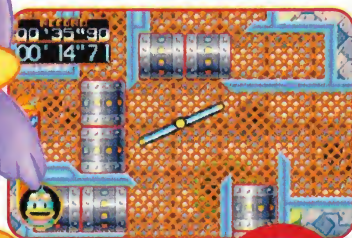
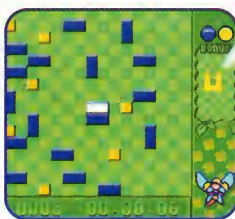
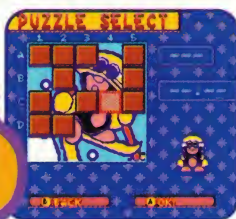


Puzzle Games

Denki Blocks!

Slide blocks. Match colours. Make bonus shapes. It doesn't sound very interesting, but believe us – when you start to play *Denki Blocks!*, you just can't put it down.

Featuring 200 bite-sized puzzles in Tournament Mode alone, the level design is incredible. You don't need to complete every puzzle to access the next level, so you never scream in frustration as one devious design halts your progress. A 90% blockbuster (no pun intended).



Kuru Kuru Kururin

Denki Blocks! scored 92% on the Advance, but if block-sliding isn't your thing, go for *Kuru Kuru Kururin*. The rotating stick must be guided through a series of mazes – touch the sides and you're in trouble. Features include cannons, moving blocks and bouncy buffers to change the direction of rotation.

Kuru Kuru Kururin scored 91% in our first issue.



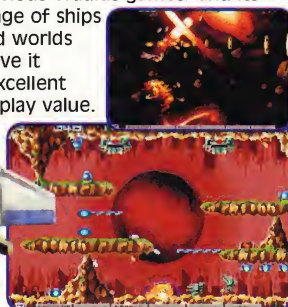
Shoot-'em-ups

Cannon Fodder/ R-Type DX

We can't decide which blaster's best on the Color. Sharing the honours are *Cannon Fodder*, a tongue-in-cheek strategic shooter with one of the most original control methods ever, and *R-Type DX*, a veritable compilation of traditional side-scrolling coin-op conversions. They both scored 97%, so our advice is get 'em both.

Gradius Advance

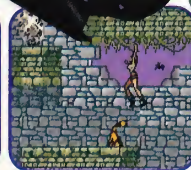
There's a clear winner in the Advance stakes, though. *Gradius Advance* scored an amazing 92% in Issue Six. It's based on the classic *Gradius* series, but the game's Advance-exclusive. Its three skill levels mean anyone can play it (unlike many previous *Gradius* games) and its range of ships and worlds give it excellent replay value.



Action Games

Tomb Raider

You can't go far wrong with a *Tomb Raider* game, and the series' GBC debut is a 97% smasher. Lara looks great as she bounds from platform to platform, and the game as a whole is faithful to the series, despite being 2D. The storyline's Game Boy-exclusive too.



Castlevania: Circle of the Moon

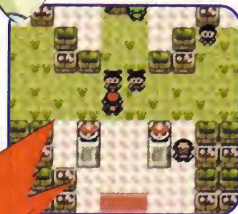
On reflection, *Castlevania: Circle of the Moon* deserved better than the 79% it got in Issue One. Sure it's derivative and adds nothing to the saga, but as a game in its own right, it's great. The challenge is perfectly balanced and the levels designed to challenge your ever-growing range of abilities. We hope the next GBA *Castlevania* game will be more original, but in the meantime, this one's cool.



Pokémon Games

Gold and Silver

Awkward one to call, this. The *Gold* and *Silver* games scored 90% in Issue One, and are better than *Red/Blue/Yellow* but scored lower as they made too few advances on their predecessors. What differences there are make the *Gold/Silver/Crystal* series the games to go for, but don't assume you've gotta buy 'em all.



None

No Pokémon games on the Advance. Yet.

Driving Games

Some into-the-screen racers work better than others, but by throwing away the rulebook and adopting a side-on perspective, THQ created a 96% blockbuster. Its physics are impeccable. Take a corner too fast and you spin off, leave the road and you lose speed and grip. No one could call it an easy game, but it's easily the best drive on the Color.

TOCA



Mario Kart Super Circuit



Overall the Advance's stable of drivers has yet to fulfil the machine's potential, but there can be no complaints about *Mario Kart Super Circuit*. It's a tough-but-accessible blend of all that's best in the SNES and N64 *Mario Kart* crackers, and boasts a huge number of tracks and some of the greatest multiplayer action ever. No wonder it scored 93% in *Ish Four*.



Also Worth a Mention..

Color

Tetris DX

The Game Boy version of Tetris is widely regarded as the game's pinnacle, though Tetris DX lost marks for being just a coloured-in version of the black-and-white classic. Still scored 89% though.

89%

Pokemon Puzzle Challenge

Another superb puzzler is the 87%-rated *Pokémon Puzzle Challenge*. It's got smeg-all to do with Pokémon, but the tile-matching mayhem is fun.

87%

Micro Machines V3

Micro Machines V3 is only slightly behind *TOCA* in the driving stakes. Scoring 93%, its precision controls and entertaining tracks make it a real winner.

93%

O' Leary Manager

The best football title is *O'Leary Manager 2000* (92%), with its mix of arcade action and management sections.

92%

Mario Tennis

Mario Tennis did for Wimbledon what *Mario Golf* did for the Ryder Cup, scoring a cool 94%

94%

Metal Gear Solid

Last but not least, *Metal Gear Solid* (95%) does a brilliant job of recreating the PlayStation game's stealth combat on the small screen.

95%

Advance

Advance Wars

Advance Wars (91%) has been delayed, but it's certainly one to look out for after Christmas. Its fun approach to the strategic wargame makes it almost unique.

91%

Super Mario Advance

Many considered *Super Mario 2* a poor choice of games to convert to the GBA, but we really like *Super Mario Advance*. It's fiendishly difficult, but brilliantly designed.

90%

Rayman Advance

Rayman Advance (94%), a conversion of the PlayStation epic, is another brilliant game for experts only.

94%

F-14 Tomcat

The flight sim lite approach taken by *F-14 Tomcat* (82%) makes for some serious blasting action.

82%

Driven

If it's driving you want, get *Driven* (90%), an outstanding indy car game.

90%

Major League Baseball 2002

Finally, *High Heat Major League Baseball 2002* scored 87%, and is fun even if you couldn't give a fig about the real-life sport. No, honestly – it is...

87%



DAMAGE:£34.99
ON SALE:OUT NOW
WHO:ACTIVISION
TYPE:FIRST-PERSON SHOOTER
NO OF PLAYERS:1-4
SAVE SYSTEM:BATTERY BACK-UP

DOOM

My God. It really is *Doom*. And it's on the GBA. Simon contains his excitement and tells all...

There are few games you can justifiably claim are a genuine landmark in gaming history. *Doom* is one of them. Not that it was the first major first-person shooter to gain fame (*Wolfenstein* can take that honour). It won its place in history because this was the game that brought the genre out to a wider audience, to the point where

there were more copies of *Doom* on PCs than there were copies of Microsoft Windows. Scary but true! Furthermore, it's a game we never expected to see on the Game Boy. Good first-person shooters tax the talents of the PlayStation, never mind your standard handheld. Yet with the mix of the GBA and some quality programming, this is genuinely the really McCoy. It's *Doom*, in the palms of your hand.

It's Killing Time...

It's a very good achievement too. Fans of the PC version will be instantly at home with the

graphics, the level design and the fast, furious action. The scrolling is relatively fluid (albeit with the odd blip, which get more frequent in multiplayer), and it certainly facilitates the kind of frenetic shootouts that *Doom* is rightly renowned for. And those visuals

genuinely are hard to differentiate from the PC original. The game itself comes with a strong single-player game that can be played at various levels of difficulty. Our advice to you is to resist the easier settings; it's far more fun exploring the corridors without the safety net of knowing there's not going to

be too much around the next corner. There's more likely to be some nasty beastie should you crank the trickiness up slightly. Avoid the top setting 'til you've got a bit of experience under your belt, though. The levels themselves are

On The Lookout

Make sure you always keep your eyes peeled for things to pick up when playing *Doom*, such as armour and more weapons. Furthermore, when you do manage to kill off a nasty, be sure to have a poke around the corpse to see if they've dropped any hardware!



Uh-oh. I think we've got company...

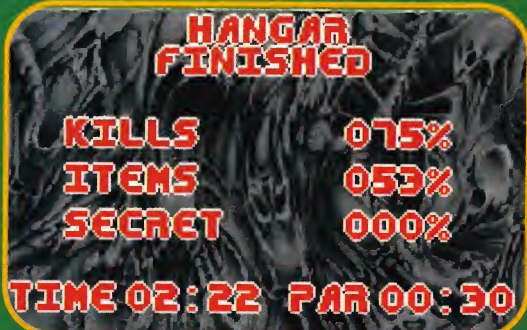




Be careful with the Rocket Launcher and BFG. Fire at something too close and you get caught in the blast yourself.

The Full Monty

Okay, think you're smart just because you got to the end of a level? Well take a look at this screenshot – there's more to Doom than meets the eye. That's because each level contains plenty of secrets waiting to be uncovered, and even if that doesn't get your competitive edge going, then the challenge of getting through a level as quick as possible certainly should!



identical in structure, no matter what setting you choose. The game splits overall into three episodes, and there are several sub-levels within them. Each requires you to be alert, and to progress you invariably

need to be on the lookout for switches, keycards and such like. Furthermore, you pick up extra weapons as you progress throughout the game, and it's crucial to keep them topped up with ammo. Believe us, it's not much fun



getting stuck in a room full of monsters when you haven't got much to fire at them. Still, if you do get hit, then you can pick up health packs on your travels too.

Monster Madness

The creatures you encounter vary in both appearance and just what you need to do to beat them. Some take a single shot (particularly from the more powerful weapons), whilst others duck and dive, and take repeated attacks before finally biting the dust. In all honesty, the artificial intelligence of the opposition doesn't make them too taxing a target, although that doesn't necessarily make them easier to beat! Yet, whilst we rightly celebrate just what a fine conversion job has been



Picked up some shells? Good. We're gonna need them.



done here, there is a fly in the ointment. And that's that the GBA already has a superior first person shooter fighting for your hard-earned. If you haven't yet had the chance to familiarise yourself with the wonderful *Ecks vs Sever*, you're really missing out, and we reckon it has the edge over *Doom*. That's not to say *Doom* itself

isn't a great game – it certainly is. Which puts you effectively in a no-lose situation. Opt for *Ecks*, and you're going to have a great time. Opt for *Doom*, and you'll have a great time too. Sometimes, we really think we may be a little too spoilt...

Simon Brew

Get Your Bearings

Running round a maze of never-ending corridors can quickly lead to you losing where you are in the game. Here's a handy tip. Hit the Select button, and you call up this useful map of the level, so once again, you can find out where you're going. It's okay. There's no need to thank us.



Help! I want my mom!



Uppers

- + Great fun.
- + Fast.
- + Action-packed.

Downers

- Occasionally jerky.
- Can get better for your money.

Summary

It ain't original, but it's still a great conversion of one of the most important games ever. *Ecks* is better, though...



88%



If you need to find out where you are in relation to everything, tap the Select button. You're then shown an overhead map, which should put everything in perspective!



DAMAGE: £29.99
ON SALE: OUT NOW
WHO: KEMCO
TYPE: STRATEGY GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: BATTERY BACK-UP

MECH PLATOON

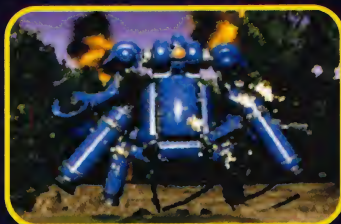
Believe the blurb, and this is the first real-time strategy game ever to appear on a handheld. Simon reckons it's a fine start, too!



This is taken from the intro sequence, which is simply a handheld work of art. Enjoy it!

If you're looking for proof that handheld gaming is getting ever-more ambitious, then look no further. Just a month after we were treated to a top-class first-person shooter (*Ecks Vs Sever*) on the Game Boy Advance. Now, in the same issue that *Doom*

arrives, we're being spoilt with a full real-time strategy game. *Mech Platoon* is short of the full potential of the genre, but still manages to find a place in our hearts. The game itself is set in the far future, where advanced nations are locked in a battle for the resources of five



bases should the enemy launch a quick counter (not for nothing is there a self destruct option on some buildings later in the game). As in most games of the genre, *Mech Platoon* builds up slowly as each army strengthens their forces, but ultimately things culminate in battles of increasing ferocity. Furthermore, you then have to throw research into the equation. It's all well and good simply

the battle sequences, which are invariably very tense, especially if you've put a lot of effort into building up your facilities. Even after battle there's work to be done, as wreckages can be salvaged to boost your capabilities. You only get a brief window of time though before the wreckage decomposes and is lost.

different planets (which form the levels of the game). These battles are fought with machine soldiers – the mechs of the title – and effectively form the basis for a traditional real-time strategy game.

On the Move...

For those new to the genre, there's a fair amount to take in. Games like this are all about managing your resources, and investing just the right amount into both attack and defence. Rarely will you find a gung-ho approach wins you points here – every time you go on the offensive, you always need to take care of such factors as leaving enough behind to guard your own

producing more and more military might, but a single trained fighter can easily outwit a gang of basic units. To that end, you need to invest time and resources into research, so you can build new facilities, raise your technology level and get new weapons, to name but a few of the benefits. Thanks in part to simple, easy-to-get-used-to controls, *Mech Platoon* is a breeze to get into, and no matter how complicated it looks on the box, it won't be long before you're building, gathering and fighting like second nature. It's tougher to master, of course, but the good news is that it's a challenge well worth taking up. It comes into its own in



At the moment, our technology is firmly rooted in Level One. However, research can increase that, allowing us build more interesting things!



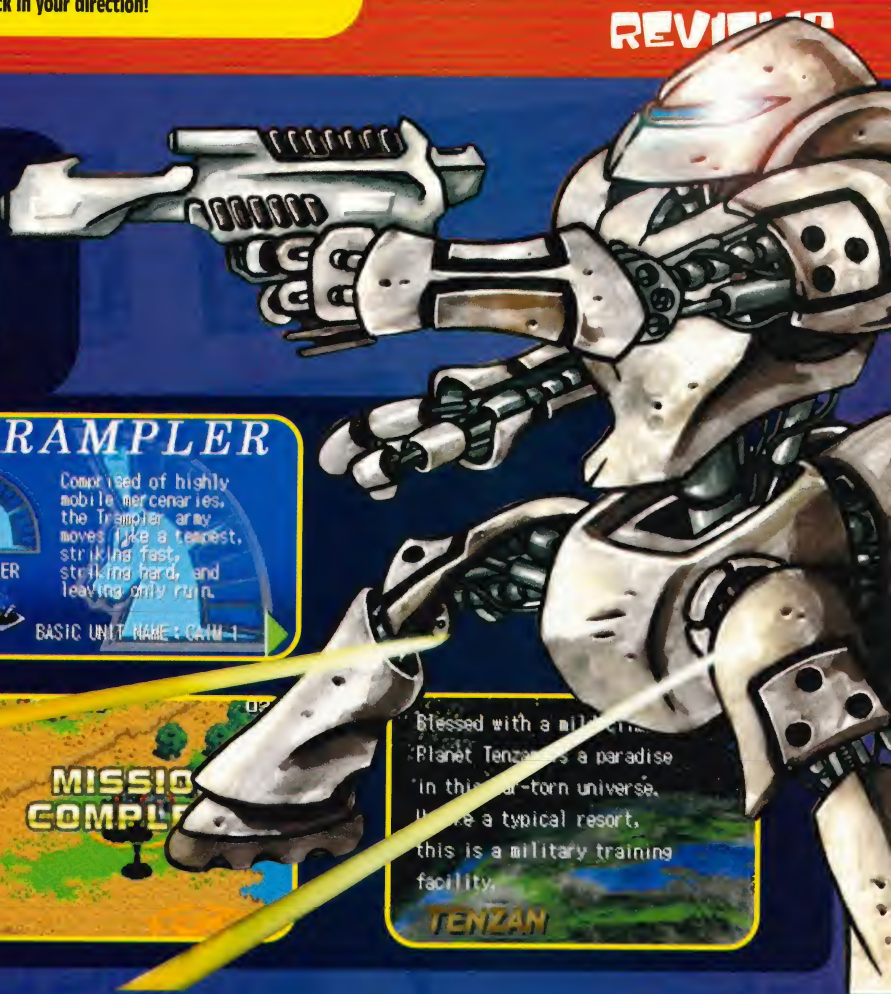
The Learning Curve



One of the more impressive areas of *Mech Platoon* is the way the player is gently eased into the game. Okay, more experienced fans of the genre may find it frustrating, but the first level is a handheld walkthrough showing what you need to do and what all the controls do. It certainly helps you settle into the swing of things faster than any instruction manual could.



TOON



Long-Term Challenge

Mech Platoon is a game you're unlikely to see the end of within a week. The single-player mode is very substantial indeed, and takes real dedication to get through. Suffice to say, if money is short and you're looking for something to keep you occupied for some time, this may be just the ticket.



TRAMPLER

Comprised of highly mobile mercenaries, the Trampler army moves like a tempest, striking fast, striking hard, and leaving only ruin.

TRAMPLER

BASIC UNIT NAME: CMM-1

MISSION COMPLETE

Blessed with a mild climate, Planet Tenzan is a paradise in this war-torn universe. Unlike a typical resort, this is a military training facility.

TENZAN

Brains and Brawn

Despite its strengths, though, *Mech Platoon* is still a game with problems. Ambitious though it is, the artificial intelligence of the opposition simply can't compete with PC real-strategy games, and whilst a good job has been done, things are not perfect. Would enemy units really stand still and wait for you to attack first if they saw you coming? Also, despite

the intuitive set up of the controls, they're still fiddly when you need to get several things done quickly in the heat of an attack. Granted, it's the limitations of the format (these games are usually mouse-controlled), but it can occasionally get frustrating. Perhaps a bit more pace wouldn't have done any harm either. Nonetheless, *Mech Platoon* is still a considerable achievement and one that

comes warmly recommended. There's plenty of game in this cart to get your teeth into, and in link-up mode you're really going to have some fun. In short, whilst the game can't

quite match up to the full ambitions of the developers, it's still a wholly worthwhile option for those who like a bit more brainwork to their gaming.

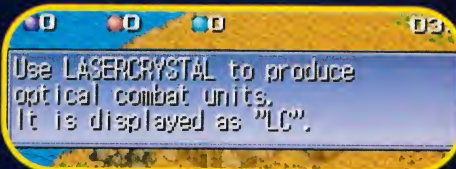
Simon Brew

Resources

There are three types of resources in the game that need to be collected in order to fund your battle effort. To throw further confusion into the mix, each resource has a different use. For instance, if you're looking to build combat units and facilities, then Energysand is going to be high on your wants list. Lasercrystal is used for optical combat units, whilst Materialrock covers everything else. An indicator in the top left hand corner of the screen shows you how much of each you have. A neat feature is the recycling options. To make certain resources, you need to build a recycling plant and process other items to get the desired effect. Just something else for you to ponder in the midst of battle!



The build-up can be slow, but you can still bet a scrap is waiting for you at the end of it!



Xtreme Rating

Uppers

- + Challenging.
- + Long-lasting.
- + Engrossing.

Downers

- Fiddly.
- A bit long winded?
- AI.

Summary

A better-than-expected attempt to bring the real-time strategy genre to a handheld. Whilst *Mech Platoon* is far from perfect, it's an encouraging sign of things to come.



81%



DAMAGE:£34.99
ON SALE:OUT NOW
WHO:BBC MULTIMEDIA
TYPE:VEHICLE COMBAT
NO OF PLAYERS:1-4
SAVE SYSTEM:BATTERY BACK-UP

ROBOT WARS: Advanced Destruction



Take to the arena with your mobile hunk of scrap metal, and pound this pathetic pretender into oblivion...



We all know the BBC is onto a winner with *Robot Wars Advanced*

Destruction, and to be honest, it's a nice idea. Make a robot, give it some kick-ass weapons, stick it in an arena with another bot and let it kick off. Unfortunately, we aren't talking *Robocop Vs Terminator* here, were talking a few chunks of metal and the spare parts off your dad's lawnmower. Just because a TV programme is doing well,



Combat Ready

The arenas look the same as those in the TV show with spikes, flames and the lovely house robots. Shame that's about all this game offers.



doesn't always mean the spin-off game will be successful, and sadly this is the case here. *Robot Wars Advanced Destruction* promises you everything you'd expect from the TV series. All the top bots like Hypnodisc, Chaos 2, and Panic Attack are in there, and if that isn't enough, you can even make up your own, choosing, speed, strength, and weapons. Once you've chosen your bot, it's time to meet the house robots, Sir Killalot, Shunt and Sergeant Bash, all in their arenas ready to rip out your spark plugs.



Yep that's it, lower; left a bit, higher that's it, now scratch it.



Choose your dirty rust-bucket of a robot and enter the arena.



you're right. On my first go I finished the Championship in under seven minutes, and all the other modes are just as easy, which don't make it any fun at all. As for Multiplayer Mode, I didn't want to put someone through the same pain I

went through, even if it would last only ten minutes. I really wanted to say something nice about this game as I watch *Robot Wars* most Sunday mornings, but I can't. It wouldn't surprise me if it sells loads on the back of the TV series, but on the GBA, forget *Robot Wars*. It's more like *Robot Snores*.
Jodie Miller

Tin Trouble

Choose your style of play, ranging from Championship, Robot Rumble, Vengeance Battle, to the good old Deathmatch, which should keep most of you busy. However, Championship Mode should last a good ten minutes before you win. 'Not good', I hear you say. Well,

**XTREME
RATING**

Uppers

+ Err, no cant think of any.

Downers

- Poor graphics.
- Too easy.
- Boring.

Summary

I don't find dishing out £34.99 for a game that lasts ten minutes very funny. In fact this is a sad attempt at cashing in.



25%



When in combat, stand at the back and dodge up and down to avoid getting hit.



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: JUBI SOFT
TYPE: RPG/ACTION
NO OF PLAYERS: 1
SAVE SYSTEM: BATTERY BACK-UP

MEGAMAN: Battle Network

GBX's own mega-man, John Hagerty, takes on Capcom's Battle Network



As games go, *MegaMan* has got quite a history. He first made an appearance in 1987 on the NES. Since then, *MegaMan* has appeared in a myriad of games, not all of which have made it out of Japan, before appearing on the GBA in the form of an RPG. RPGs aren't the sort of game you'd associate with the GBA, and if you've loved *MegaMan* in one of his other previous

incarnations and you hate RPGs, I can understand you being worried. But believe me, this game is tops. The RPG isn't on a par with *Final Fantasy*, but it serves well as an interactive way of revealing the story to

MegaMan's latest battle

campaign. You take the roll of a young net-battler, Lan. Equipped with his personal information terminal (abbreviated to PET, for some illiterate reason) he and MegaMan aim to battle cyber-crime by destroying any computer viruses they encounter.

It's Mega!

The RPG aspect of the game consists of Lan's travels around town and days in school. There are people along the way he can challenge to net battles. Net battles consist of showdowns that take place on tiles where the two sides have to pit their

MegaMan was also a 1970s disco champion.



wits against each other. There are a host of different battle-chips you can use to belt the enemy with. The dialogue can be a bit cheesy (I suppose that's expected in RPGs, though), and sometimes it takes a while to wade through all of the text on the GBA's small screen. However, the graphics are spot-on, and everything is easy to see, even on the GBA's daylight-loving screen. Although at first it's a bit bewildering trying to pick up all of the aspects of a net-battle, the tutorials are good and it

won't take you long to find your feet and start issuing cyber-criminal butt kickings. *MegaMan Battle Network* is a great game and anyone who has enjoyed the previous incarnations of *MegaMan* should not let themselves be put off by the RPG aspects found in this latest offering. Check it out!

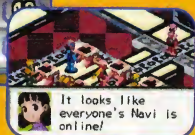
John Hagerty



Yaaaawn...
I was just having a great dream, too.



There are 175 battle chips to collect in *MegaMan: Battle Network*. Most are weapons ranging from simple cannons and shotguns to more deadly armaments. There are support battle chips that change the shape and environment of the playing area. The further you progress, the more wisely you must use them.



It looks like everyone's Navi is online!

Perhaps the mutton vindaloo wasn't a wise dinner choice...



Lan! You're late!



You've Had Your Chips

Xtreme Rating

Uppers

- + Top game play.
- + Crisp graphics.
- + Good battle sequences.

Downers

- Cheesy RPG dialogue.
- Dialogue lengthy.

Summary

Good-looking and great fun to play, this title is good enough to introduce *MegaMan* to a whole new generation of gamers.



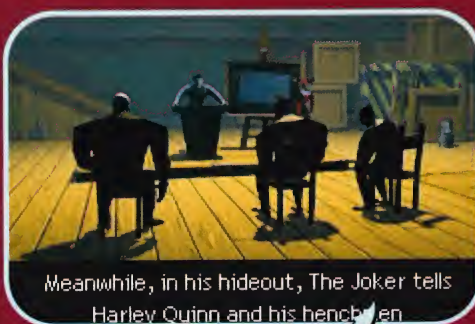
89%



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: UBI SOFT
TYPE: ACTION GAME
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

BATMAN VENGEANCE

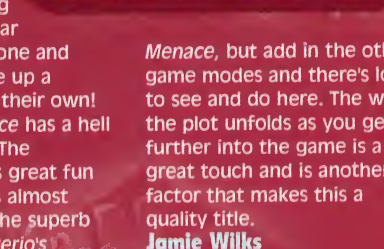
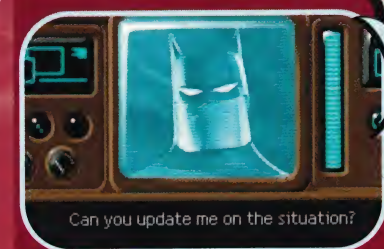
The caped crusader arrives on the GBA in *Batman Vengeance*. Jamie asks why his costume has silly little pointy ears...



High-quality cut scenes.



Yup, you're a square-jawed chump!



One of the very first releases on the original Game Boy was *Batman* by Sunsoft. Its addictive blend of platform and shoot-'em-up action made it one of the finest ever Game Boy titles. *Batman Vengeance* is Ubi Soft's effort on the

Game Boy Advance, and in many ways is similar to the classic, but this time with driving and puzzle stages to go alongside the original platform and shoot-'em-up modes.

The storyline goes something like this; The Joker is up to his old tricks again and this time he's got Harley Quinn, Mr Freeze, Poison Ivy and an assortment of other crooks doing his dirty work for him. It's up to Batman to stop him, but can he work out what The Joker has planned

before it's the end of Gotham?

The Dark Knight Returns...

The main game mode is a side-scrolling platform beat-'em-up. Batman not only has his close-combat skills on his side, but also his trusty utility belt. A whole host of items are at your disposal, from Batarang projectiles to grappling hooks and first aid packs, and of course Alfred is always there popping up to give you new information and advice. Working out

what item to use when and where is the key to navigating the levels successfully, as is being enough of a twiddle-thumbs to beat up those bad guys without getting splatted. As the plot unfolds, a variety of other stages are thrown at you, including shoot-'em-up stages in the Batwing and driving stages in the Batmobile. These variations offer a good challenge and really keep you playing as you strive to find out what happens next. The Batwing stages in particular are very nicely done and could easily make up a separate title on their own! *Batman Vengeance* has a hell of a lot to offer. The platform mode is great fun on its own and is almost enough to rival the superb *Spider-Man: Mysterio's*

Holy Cow Batman, Cool Graphics!

Batman Vengeance is yet another title that really shows off the graphical capabilities of the GBA. Multiple levels of scrolling background detail fleshes out the various levels with an impressive level of depth, while the character sprites are smooth and detailed. Just check out that Gotham skyline! Cor!



Menace, but add in the other game modes and there's lots to see and do here. The way the plot unfolds as you get further into the game is a great touch and is another factor that makes this a quality title.

Jamie Wilks

XTREME RATING

Uppers

- + Multiple game modes.
- + Engaging plotline.
- + Nice graphics.

Downers

- Repetitive in places.
- Slow-paced at times.

Summary

A superb title with excellent graphics and impressive presentation. *Batman Vengeance* has four diverse and fun-to-play game modes.



85%



Learn to bounce shots off the sides of the rooms. It's an essential skill.

REVIEWS



DAMAGE:£34.99
ON SALE:OUT NOW
WHO:UBI SOFT
TYPE:PUZZLE GAME
NO OF PLAYERS:1-2
SAVE SYSTEM:BATTERY BACK-UP

SUPER BUST-A-MOVE

More bubble-busting battles with Bub and Bob!
Ian buys a packet of balloons and a pack of pins...

Yknow, it's pretty irritating when puzzle games leech classic characters from other genres, riding the coat-tails of success despite having nothing to do with the icons they rob. I mean, was *Pokémon Puzzle Challenge* really a Pokémon game? What had *Super Puzzle Fighter* got to do with the *Street Fighter* saga? And why were the *Rampage* characters hanging around doing nothing in *Rampage Puzzle Mania*? Still, if the games are good we can forgive the rather cynical character-pinching, and *Super Bust-a-Move* is very good. The stolen characters in question here are Bub and Bob, legendary stars of Eighties platformers *Bubble*

Bobble, *Rainbow Islands* and *Parasol Stars*. Like *Snood* (reviewed over the page), you play by firing round beads at a mass of beads at the top of the screen – match three of the same colour and they pop. Clear the lot before they reach your bubble-firing cannon or you die. Simple, innit?

Bladder-Bustin'

Unlike *Bust-a-Move* games on the Color, the physics here are just right. The balls bounce off the sides of the playing area realistically, making rebound shots a fair challenge. There's a decent number of levels in there too – 311 in all, with 27 universes in the Player Puzzle Mode, 20 worlds in the Player Vs

Computer Mode and 16 in the Two-Player Mode. Universes? Yes, individual levels are grouped into stages, and you progress through them using the traditional Taito level select. This means even after you've completed the game, there's a decent amount of replay value as you find other ways up the tree. Any problems? Well, the graphics are a little small. I realise a handheld game isn't exactly going to offer huge displays, but here they're smaller than they need to be – they've shrunk them to make room for the fripperies and incidental graphics in the

margins. Okay, so the game characters run around and act manic in the wings, but as we explained earlier they have no influence on the gameplay anyway. Also, a four-player option would be cool, especially as the game makes no real advances on previous *Bust-a-Move* efforts on the large consoles. Overall, *Super Bust-a-Move* is a great puzzler. It's

not quite up to GBX Award standard, but will certainly appeal to fans of the series.
Ian Osborne

Two-Player Tournaments...

In *Super Bust-a-Move* you can tackle a pal, with hot moves adding bubbles on his side of the screen. You can even tackle the CPU and play a 'two-player' game on your own. Unfortunately, there's no four-player effort, which is a shame.



The boards are often far larger than is required.



XTREME RATING

Uppers

- + Classic gameplay.
- + Good physics.
- + Great visuals.

Downers

- Characters do nothing.
- No four-player.

Summary

This is classic *Bust-a-Move*. No more, no less. Great game, but nothing new.



81%

REVIEWS

GBX

25



Learn to use the walls.
Rebound shots are essential
as the game progresses.



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: PRISM LEISURE
TYPE: PUZZLE GAME
NO OF PLAYERS: 1-2
SAVE SYSTEM: NONE

SNOOD



It's a rave pastime on the PC, but can it hold its own on the GBA? Ian investigates...

Beware the Skulls



The presence of white skulls among the snoods makes the level harder still. The only way to get rid of them is to take out the snoods above them and let them fall.



There's no doubt about it – *Snood* is fun to play. It's a shareware sensation on the PC, which basically means you can download a demo version from the Internet, and if you like it, pay a registration fee to unlock the full version. Thing is, the registration fee's \$14.95, which is about a tenner in our money. So is the Game Boy Advance version worth the extra wonga? Unfortunately, it isn't. Don't get me wrong – it's a good game in its own right. In fact it's classic puzzle fare. Aim your cannon at the coloured faces at the top of the screen, aiming to join groups of three, which then

disappear. Clever players take careful aim and try to blast faces hanging from them. If they're not connected to anything when the group of three or more pops, they fall. Be quick – the ceiling is gradually lowered, and if the snoods reach the foot of the playing area, it's 'game over'.

Cannon Fodder

So where did it go wrong? Well actually it didn't – it's great fun to play, and is perfect for killing those spare few minutes before your favourite TV programme. Trouble is, there

just isn't enough of it. There's four game modes on offer. Classic Mode pits you against a single screen-full of snoods – this is the traditional PC game. Journey Mode sets you a short series of challenges and isn't

particularly hard. Puzzle Mode sets you against 50 levels of increasing difficulty, and Time Attack is basically Puzzle Mode against the clock. Fifty levels may sound a lot, but it isn't – *Denki Blocks!* had over 200 in its main mode alone. To cover its lack of levels, *Snood* has no password or battery save facility, so you have to start at the beginning every time you play. You'll get bored of the early levels long before you complete the game. *Snood* plays well. Its physics are spot-on and it's highly addictive. Okay, the graphics are workmanlike, but *Snood* was never about the graphics. Unfortunately it betrays its shareware roots and plays like

The brown snood with the orbiting atoms takes out everything around it.



Narrow playing fields are one of the many hazards you face in the game.



what it is – a cheap-and-cheerful way to kill a few minutes. We need more than that at GBA prices.

Ian Osborn

Xtreme Rating

Uppers

- + Classic puzzle action.
- + Good physics.

Downers

- Average graphics.
- Not enough here.
- No save system.

Summary

Not the cracker it could've been, but fun in a 'spare few minutes' sort of way. Buy it second hand.



59%



Instead of dilly-dallying around with fancy build up play, simply turn and whack the ball at the goal as often as you can. You'll be surprised how many go in...

REVIEWS



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: VIRGIN INTERACTIVE
TYPE: SPORTS SIM
NO OF PLAYERS: 1-2
SAVE SYSTEM: BATTERY BACK-UP

EUROPEAN SUPER LEAGUE

Sooner or later, someone's going to get a GBA footie game spot-on. 'Later', says Simon after playing Virgin's latest...

With the big guns of *ISS* and *Total Soccer* failing to deliver the killer football game GBA owners are sorely waiting for, a thought crept through our mind that the

underdog, *European Super League*, could actually take us by surprise and steal the championship from under everyone's nose. That thought didn't last ten minutes once our review copy turned up. After sitting through sliding tackles that are all-but uncontrollable, lethargic dribbling and artificial intelligence with all the tactical finesse of Timmy Mallett, we'd pretty-much figured that the killer footie game this was not. Graphically, things aren't too bad, and the developers have got the hang of letting you see enough of the pitch to attempt some kind of tactical play. That idea is quickly knackered by sluggish controls, slow pace and the kick-and-rush mentality of the opposition. There are occasionally times,

to be fair, when you string a few passes together and you get the feeling that there's more to this than first appears. Yet all it takes is another perfectly pulled-off, genuinely-unavoidable sliding tackle from the opposition to confirm all is not right.

Own Goal

Want another example? The shooting. Silly little shots trickle in with little problem, and even if they're saved, the keeper has a habit of returning the ball to you to have another go. Half-decent shots rarely see the back of the net, and sheer luck is rewarded far more often than any attempt at skill.

The game's limited options include a simplified Arcade Mode and the chance to take part in a tournament, which is pretty

Yup, you're seeing that right ~ NINE players crowded around the ball, and it's out on the wing!



Sooner or later, someone will twig that a good conversion of *Sensible Soccer* or *Kick Off* is all that's required to keep GBA footie fans happy. As it stands, despite its flaws, *Steven Gerrard's Total Soccer* is still leading the pack. But hopefully, not for long.

Simon Brew



Switching Views

One neat aspect to the game is to switch between an isometric and an overhead view of the action. What's more, this can be done at any time, simply by hitting the select key. The overhead is the easiest to get a game out of, though, as the isometric viewpoint makes the game slightly trickier to get to grips with.



You control the player with the big blob above his head.



Xtreme Rating

Uppers

+ Er, the isometric viewpoint looks half decent?

Downers

- Sluggish.
- Frustrating.
- No fun to play.

Summary

European Super League? Cheshire Sunday League more like, as the GBA's search for a top-class footie game rumbles on.



30%

REVIEWS

GBX

27



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: NAMCO
TYPE: COMPILATION
NO OF PLAYERS: 1
SAVE SYSTEM: NONE

NAMCO MUSEUM



Five retro raves from the grave return, but do we want them back?

Optional Extras

The package is short on bonuses, but through the pause menu, you can adjust certain game factors and read a few tips. It's something, I suppose...

There are two eternal truths the makers of retro compilations seem to forget. Firstly, games that impressed 20 years ago don't always seem so attractive now, and secondly, lack of variety doesn't matter in the arcades. When you were bored, you stop putting your coins in the slot. On the Advance, you've got to stump up £35 before you start. So can these ageing relics provide enough entertainment between them to justify the asking price?

First on the bill is *Ms Pac-Man* – or *Pac-Man* in a beret, if you prefer. You get a

choice of displays here – the original full-screen mode makes the graphics very small (the coin-op's screen was taller than it was wide), so you can opt for a scrolling screen instead. Either way, it's just as difficult to turn corners as it always was. *Dig Dug* is a neat little number from 1982. As Dug, you dig your way through the earth, moving wherever you like but leaving tunnels behind you. Monsters can roam the tunnels but have very limited movement outside them. The aim of the game is to kill the critters by dropping

rocks on their heads or firing a harpoon hose at them, pumping 'em till they burst. It's still great fun 20 years on, but like most retro outings, there's a huge question mark over its lastability.

Coin-op Capers

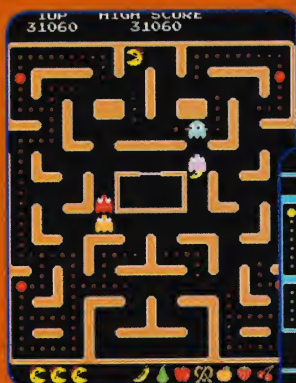
Galaxians is even older – it hails from 1979, and is the first videogame to feature true RGB colour for

all its graphics. It's basically *Space Invaders* with more mobile enemies (they even swoop at you). It's fun for a while, but the fun won't last. The inclusion of *Galaga* won't extend it much, either. It's basically the same game, but

the invaders fly onto the screen before taking formation. Finally, there's *Pole Position*, a neat driver that was very sophisticated for its time. Unfortunately its time was in 1982, and it's only of curiosity value now.

Some games stand the test of time, and are welcome on our ace machines. No one complained about *R-Type DX* or *Super Mario Bros* on the Color, for example. But to put 20-year-old games on a £35 cartridge is stretching the envelope way too far. There's fun to be had here, but games where every stage is almost identical to the previous one suffer in the lastability stakes. Instead of putting out ageing antiques as compilations, Namco should do what it did on the PSX and offer them as bonuses on more modern games. Maybe *Pole Position* on a *Ridge Racer* game, or *Galaxian* in *Time Crisis*...

Ian Osborne



Ms Pac-Man is a-maze-ing (ouch)!



Don't laugh - this was great in its day...

XTREME RATING

Uppers

- + Will appeal to nostalgia buffs.
- + Five games on one cart.

Downers

- No lastability.
- Too expensive.

Summary

For videogaming historians only. Assuming they don't have the games on other formats. Which they probably do.



50%



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: INFOGRADES
TYPE: PLATFORM GAME
NO OF PLAYERS: 1-2
SAVE SYSTEM: PASSWORD

LUCKY LUKE: WANTED

Jamie pulls on his cowboy boots and grabs his shootin' irons to give you the low-down on *Lucky Luke: Wanted...*



Platform games, eh? I know they work best on handhelds, but surely there's only so much you can do with the genre, and only so much room for platform games on the GBA? Fortunately *Lucky Luke: Wanted* is good enough and original enough to be one of the platformers that stands out from the crowd... The main game mode in *Lucky Luke* is reasonably straightforward; one button to shoot, the other to jump, but it's a much slower-paced affair than the likes of *Mario*. Enemies take the form of

gunfighters who pop out of windows and from behind crates, and you must proceed through the levels with a degree of caution to survive. It's just like playing in a proper western gunfight scene!

Go Fer Yer Gun...

Lucky Luke is very puzzle orientated, and right from the start you've got tasks to complete and people to rescue. By picking up useable items like dynamite and keys, you can interact with various obstacles on the levels. The challenge turnover rate is very high, with no two puzzles being the same, and the game really keeps your brain ticking over. A great deal of imagination has gone into keeping the challenges varied, and none more so than the end-of-level bosses. A whole host of mini-games come into play, from gunfight duels to arm-wrestling matches to dance competition memory games! Add in the bonus levels, and there is a whole host of stuff to see and do here. But in best 'not available in



Varied bosses and bonus levels

the shops' TV advert fashion, that's not all! *Lucky Luke* also includes four two-player-duel link-up games! Here you can play those mini-games against your mates, or if you haven't got any mates, you can play them anyway against the computer! This is a great touch to a game that has no obvious link-up capabilities. Watch out for that cannon game, though; it's dead addictive! *Lucky Luke* is a quality title with a lot of polish. There's

bags of stuff to see and do here, with the action varied enough to always be entertaining.
Jamie Wilks

Yeehaw! Yummy Graffiks Pardner!

The cartoony graphics in *Lucky Luke* are excellent, with comedy undertones comparable to the great *Earthworm Jim*, albeit slightly more subtle. The depth is brilliant, with several layers of background detail and sprites that fit perfectly with the environment. The level of detail in the animation is impressive too; get shootin' them irons right out of the baddies' hands!



Cool two-player link-up games.



XTREME
RATING

Uppers

- + Original gameplay.
- + Fun link-up games.
- + Cool graphics.

Downers

- It's another platformer.
- Easy in places.

Summary

A very original game with a lot of polish. Lots to do, fun to play, lovely graphics and an addictive link-up mode.



83%



On the race levels, make sure you come to the front of the screen at the end to get the box of Scooby Snacks, or you have to do the whole level again.



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: THQ
TYPE: ACTION ADVENTURE
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

SCOOBY DOO AND THE CYBER CHASE

Damn those pesky kids! Oli would have got away with it, but now he's had to review this instead.



If you've got it, flaunt it



Yes, it's the moment you've all been waiting for. Daphne in a bikini. On a Jet-Ski, no less. Maybe the game will sell after all...



That does not look healthy.



graphically not that great either. There is, however, a fair amount of variety between the levels, which are in the main split between platform levels and racing ones.

Scooby Dooby Dooooo...

In both types of level the objective is the same – collect a certain number of Scooby Snacks. Quite how getting a load of biscuits can solve a mystery I don't know, but that's what you've gotta do, and in the platform levels it's pretty straightforward object-collecting. In the race levels you've got to push Up and Down to get as many snacks as possible while avoiding the enemies, and while it's not necessarily easy to do, there isn't very much to that either.

Scooby Doo and the Cyber Chase isn't a game with much depth or with many special features, so apart from the Scooby-ness it really doesn't have much to offer. You get a bog-standard platformer coupled with an uninspiring racing game, so while the combination isn't bad, it's definitely not good either. In fact, the only thing to get excited about in this game is the prospect of seeing Daphne in a bikini. (What do you mean that's enough?

Hey, come back!). Distinctly average graphics and lacklustre sound add to a pretty disappointing

package, so unless you're the world's greatest Scooby fan, best give it a miss.

Oliver Lan

"Hey, I can stand like that too", said Scooby.



Xtreme Rating

Uppers

+ Well animated sprites.

Downers

- Unimaginative gameplay.
- Platform levels drag on.
- Bog-standard.

Summary

A distinctly average adventure.



64%



Always remember that enemies respawn when killed, so don't worry about using them up. If you think you can reach that platform, just try it, you can always go back and get another baddy!

REVIEWS



DAMAGE:£34.99
ON SALE:TBC
WHO:NAMCO
TYPE:PLATFORM GAME
NO OF PLAYERS:1
SAVE SYSTEM:BATTERY BACK-UP

KLONOA: EMPIRE OF DREAMS



Klonoa, Namco's answer to Mario, is back with bang in an all-new adventure on the GBA. Jamie finds out if this new title is as good as the PlayStation original...

If you haven't heard of *Klonoa*, you soon will. He first appeared on the PlayStation a couple of years back, where he did a thoroughly good job of outclassing the other platform games around at the time, such as *Pandemonium* and *Crash Bandicoot*. After a bit of a wait Namco has released him into the gaming world again, with new titles on the PlayStation2, and the GBA. *Klonoa: Empire of Dreams* is a side-scrolling platformer. But it's a little different. For the most part it plays dangerously similarly to *Mario Advance*; you must pick up

enemies and moveable blocks and use them to reach higher platforms, solve puzzles and the like. This could be a bad thing, with so many GBA owners already having Mario Advance in their collections, but fortunately *Klonoa* is so playable it doesn't really matter. And everything else it has is superbly original...

Like a Dream...

First off is much more puzzle-orientated than other GBA platformers. On each stage there are five stars which must be collected to open the gate to the next level. Getting hold of these stars is never easy, with an

often-limited number of blocks and enemies on the levels with which to use to reach the higher ledges. This means you have to work out ways to transport blocks from one area to another, or find keys to unlock doors that give you access to previously unavailable routes. The further into a world you go, the harder the puzzles get, but welcome intermissions to the head-scratching action come in the form of fun bonus stages. These involve anything from simple auto-scrolling levels where the edge of the screen is death, to mad skateboard rides and various rotating mazes. Some of the GBA's more advanced hardware effects are used to good effect here,

and also on the impressive boss stages. Boss arenas often use a dead clever 'zoom' mode, similar to Street Fighter, to give a larger arena in which to battle. Sporting over 40 levels, *Klonoa* has a lot to offer. The puzzle action is both addictive and fun, and the action

keeps coming with the ever changing bonus and boss stages. If you're looking for a platform-puzzler, *Klonoa* is certainly worth a look.

Jamie Wilks



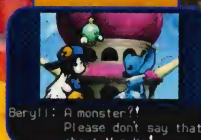
Feeling Puzzled?

The controls for *Klonoa* are very simple; one button for jump, the other to grab, but *Klonoa* can interact with things on the levels in several ways. By grabbing an enemy he can use it to double-jump by bursting it in mid-air. Stepping blocks can be used in the same fashion, but can also be thrown to get them over or under tricky obstacles.



Cool bonus stages.

Klonoa Looks like some kind of arena.



Giant end-of-world bosses.



**XTREME
RATING**

Uppers

- + Challenging puzzle action.
- + Cool, varied bonus stages.
- + Excellent longevity.

Downers

- A bit similar to Mario.
- Simplistic in places.

Summary

The GBA may already have its fair share of platformers, but none are as puzzle-orientated as this one. Well rounded with a lot to offer.



82%



If you kill a baddie then realise you need to jump on his head to reach a platform, walk away and return – he regenerates.



DAMAGE:£34.99
ON SALE:OUT NOW
WHO:UBI SOFT
TYPE:PLATFORM GAME
NO OF PLAYERS:1
SAVE SYSTEM:PASSWORD

DONALD ADV@NCE

The feathered one makes his Advance debut, but will it drive you quackers? Ian jumps to it...

When you get a Disney game on a handheld, there's one thing you can always guarantee. The graphics are absolutely sumptuous. Lush green forests, Inca-inspired sandstone cityscapes, the midnight blue mansion – the list goes on, and every environment looks great. Mr Duck animates perfectly too, his backside bobbing up and down just like it does in the cartoons. Yep, you can't fault the graphics – the screenshots on these pages hardly do the game justice.

Regular readers are by now waiting for the knockout blow, where the reviewer points out the fatal flaw that cursed almost every Disney game on the Color – bland, uninspiring level

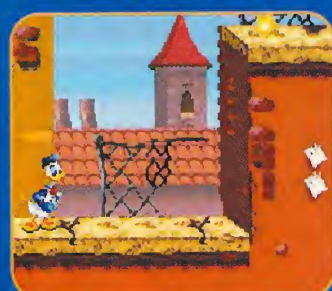
design. Well, I'm happy to report *Donald Duck Adv@nce* ducked (ouch) that particular punch and hit back

with a reasonably-strong retaliation. The level design isn't as imaginative or involved as in *Klonoa* or *Mario Advance*, but it's polished and interesting nonetheless.

On a Level

To complete each level, you must find three energy balls. By walking over a

discarded book you're shown where the next ball is – now it's up to you to jump up and grab it. Why are you doing all this? To defeat the evil Merlock and rescue Daisy, who has been – oh to blazes with it. Platform plots never make much sense, so let's stick to the game. *Donald Duck Adv@nce* is divided into four worlds – Forest, City, Haunted House and Inca Temple. These worlds are sub-divided into four levels, with three 'normal' 2D platform push-scroll stages and



Shades of Aladdin here, methinks...



What a Duck Can Do...

So what can Donald do? Tap the right shoulder button and he runs. He can jump and double-jump, he can attack with his beak or jump on an enemy's head (watch out for spiky ones), crawl under narrow gaps and even climb up vines and pipes. Wonder how he does that without hands? In fact, the only thing he can't do is fly...



When using unguided missiles, it's easier if you let them fly on the straights.

DUCK



A rare sight - a road man actually doing his job.



one where you're chased and have to get from A to B at double-speed. These levels don't tax the brain very hard. It's a traditional

platformer, not a Mario-style puzzle bag, but the expected features are there - spikes, ropes to climb, logs rolling down a waterfall and the like. Okay, it's not

particularly original, but it's solid, entertaining and ideal for platform beginners or those who just don't like over-complex platformers.

Gone Quackers...

Any major problems? Well, not MAJOR ones, but at times it's hard to see what's a platform and what isn't. For example, in the Forest level, platforms are

sometimes highlighted as brighter-coloured leafy branches. At other times, this is used purely for graphical effect, and you can't leap on it at all. This is irritating rather than game-destroying, but it's certainly cost it a few percent. Overall, though, the game's a good one, but not an all-time classic. It's not a pushover, but not

nightmarishly hard either. It should appeal to the younger gamer, or people who found *Rayman Advance* harder than nailing jelly to the ceiling. Not one for platform connoisseurs, but an involved and entertaining game in its own right.

Ian Osborne

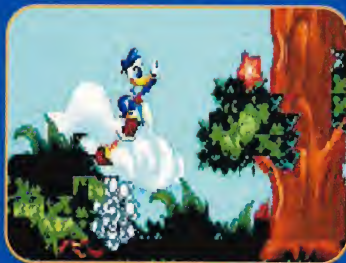


These little boxes are your restart points.



Worlds Apart...

Donald Duck Adv@nce is set across four worlds - Forest, City, Inca and Haunted House. Here they are in all their glory...



Xtreme Rating

Uppers

- + Graphics great.
- + Realistic difficulty curve.
- + Solid gameplay.

Downers

- Not original.
- Not as imaginative as some games.

Summary

This isn't one for the dedicated platform freaks, but it will appeal to those who like the odd jump. Entertaining, but not a classic.



80%



Remember you can use the shoulder buttons to get out of the way of an ongoing punch. Sometimes defence is the best form of attack!



DAMAGE: £34.99
ON SALE: SPRING 2002
WHO: THQ
TYPE: BEAT-'EM-UP
NO OF PLAYERS: 1-2
SAVE SYSTEM: PASSWORD

BOXING FEVER

Is this really a good, old-fashioned arcade boxing game? Simon straps on his gloves to find out...



Your Opponents

Your rival fighters come in all shapes and sizes, and each has a different approach to a fight. For instance, the larger fighters tend not to be so fast, but can do a lot of damage with their punches, whilst the smaller lot are more nimble, albeit with less power.



this is a game where you need to be constantly on the move), but also the fact that it's entirely fair. With practice, you can pick up the moves of your opponent in advance, and react accordingly. Ironically, this also contributes to the game's major weakness, in that it's not a particularly tough game to work your way through, and there's not much to single-player game at all. The Championship Mode is fully available from the start, which lives a Single Bout and Survival Mode once you've done with that. But then you can always get the link cable out and have a two-player bout...

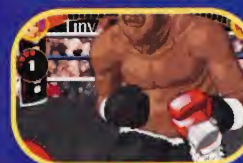
What really earns *Boxing Fever* a place in our hearts is the fact that this is pure, unadulterated fun. Its brash appearance shields an addictive arcade game that does have a bit of a strategic edge, and whilst ultimately you can argue that it's not going to last too long, while you are playing it you're at

least guaranteed a damn good time.

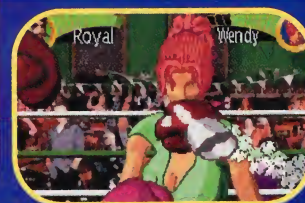
Simon Brew



Cor! Caught him a cracker there!

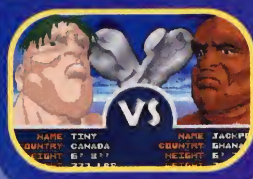


You wouldn't hit a girl, would you?



After the crushing disappointment that was *Ready 2 Rumble Boxing* on GBA, our hopes for *Boxing Fever* weren't particularly high. Further cynicism was raised when we first saw the screenshots too – surely big chunky graphics like that can't hide a decent boxing game? Oh, but they can, and quite rightly *Boxing Fever* sends *Ready 2 Rumble* back to the dressing room, and promptly snatches the GBA title fight with consummate ease.

Thankfully, there's little pretence that this is going to be anything more than an arcade fighting game, and the first-person perspective



certainly gives it an unusual spin. It took us back, as the boss reminded us, to the days of *Frank Bruno Boxing* on the old Spectrum computer. The controls are pleasantly simple, and within a minute or two it's possible to put up a fair old fight.

Oi'll Moida Da Bum!

What makes *Boxing Fever* particularly enjoyable is not only the frenetic, fast and furious boxing action (and

XTREME RATING

Uppers

- + The graphics.
- + The gameplay.

Downers

- Not much single-player challenge.

Summary

Not just the best boxing game on the GBA, but also a highly enjoyable arcade game in its own right.



84%



If you want to up the difficulty rating, turn off the automatic dribble mode. That should toughen things up a bit!

REVIEWS



DAMAGE: £29.99
ON SALE: OUT NOW
WHO: UBI SOFT
TYPE: SPORTS SIM
NO OF PLAYERS: 1-2
SAVE SYSTEM: ... BATTERY BACK-UP

STEVEN GERRARD'S TOTAL SOCCER 2002



ISS on GBA was a disappointment. Will the appearance of a sparky young scouse midfielder lift our spirits? Simon finds out...

ISS on GBA was a disappointment. Will the

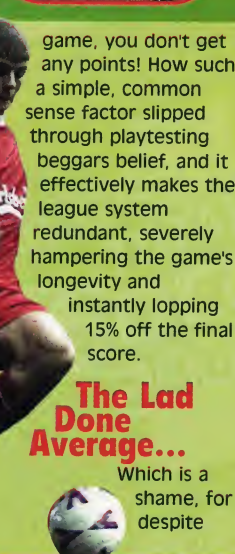
appearance of a sparky young scouse

midfielder lift our spirits? Simon finds

out...



A scoreline to make Ian proud...



The Lad Done Average...

Which is a shame, for despite



our relative disappointment, this is still quite a good football game, benefiting from the improvement in graphics and the plentiful teams that the GBA can facilitate. It's best aimed at the less experienced gamer, for once you've got to grips with the controls, it's simple enough to adjust your tactics and rack up high scores using simple long-ball tactics. However, while you're learning the game, it's very good fun. However, the bottom line is after the excellent *O'Leary Manager*, this is still a step down, with less long-term appeal and a slightly worse

game. Don't get us wrong – it's still good to play, it's just you'll get better value by digging around and finding

the earlier release. Which hasn't got an almighty bug in the middle of it.
Simon Brew

Formation

Don't be afraid to tinker with the various formations the game provides. For instance, we were playing Bolton with an ordinary 4-4-2, and quickly switched to a very attacking formation, and presto! Seven goals were banged in, all of them for us!



XTREME RATING

Uppers

- + Better football than ISS.
- + Fun.
- + Flowing.

Downers

- Big bug.
- Not as good as its predecessor.

Summary

The best GBA-only football game, but still leaving plenty of room for improvement. And as for that bug...



55%



DAMAGE:£34.99
ON SALE:OUT NOW
WHO:INFOGRADES
TYPE:COMPILATION
NO OF PLAYERS:1
SAVE SYSTEM:NONE/PASSWORD

PAC-MAN COLLECTION

He looks like a partly-eaten cheese pizza, and he's one of videogaming's earliest heroes. But can Pac-Man hold his own against today's games?

Another retro compilation of ageing Namco games, but unlike Museum (also reviewed this ish), *Pac-Man Collection* has a story to tell. It's the story of a gaming icon that looks like a mutilated tennis ball. The story of Pac-Man... *Pac-Man* first hit the arcades in 1980. It's a simple game - guide Pac-Man through a maze eating dots, while chased by four ghosts. Eat a power pill (a big dot) and for a short while, you can turn the tables and eat the ghosts. It's an all-time classic, but suffers from the same problem as all early-eighties

coin-ops - each level is near-identical to the previous one. This hardly boosts its lastability.

Pac-Mania dates from 1987 and takes a pseudo-3D approach. The screen scrolls, allowing more intricate mazes, and Pac-Man can now jump over a ghost to get him out of trouble. It doesn't have the same nostalgia value as the original outing, but is still great fun.

Waka, Waka, Waka...

Pac-Man Arrangement is a weird one. The graphics are a cross between *Pac-Mania* and the traditional *Pac-Man*,



When the block lands, Pac-Man will munch his way through the line of ghosts.



its running speed is beefed up to the max and a range of power-ups such as a sack for freezing ghosts for a short time or a wand to turn them into presents. There's a fifth ghost too, and he can link with any of the others to create a huge ghost with special abilities. It's a neat twist on the original theme. Last, but definitely not least, is *Pac-Attack*. Believe it or not, this is a puzzler in the Tetris

mould, but with only one falling shape. The difference is some blocks contain ghosts, and others Pac-Men. As well as creating

Pac-Land

In 1984, Pac-Man starred in a 2D side-scrolling platformer, *Pac-Land*. The graphics were based on a Pac-Man cartoon series which was showing on Saturday mornings. It wasn't anything to write home about, but would have been welcome here if only for its historical significance.



Does anyone remember this in the arcades? We don't...



lines, you must land the Pac-Men on the ghosts and get them chomped. It's an excellent game, cleverly combining two gaming classics. Overall, this is a good retro collection which does a good job of tracing the history of Pac-Man without throwing together too many near-identical games (presumably that's why *Ms Pac-Man* is on the Museum cart instead of here). Some historical notes would've been neat, especially as this game will appeal mostly to the nostalgic, but overall, Namco should be commended on the amount of thought that's gone into this.

Jon Osborne

XTREME RATING

Uppers

- + Well planned.
- + Classic games.
- + Little repetition.

Downers

- No *Pac-Land*.
- No historical notes.

Summary

An interesting journey through the phenomenon that is Pac-Man, but it still won't score heavily in the lastability stakes.



69%



Don't forget you can lay blocks diagonally down from you, which you can then use to make a walkway.



DAMAGE: £29.99
ON SALE: OUT NOW
WHO: TAKE 2 INTERACTIVE
TYPE: PUZZLE GAME
NO OF PLAYERS: 1
SAVE SYSTEM: BATTERY BACK-UP

TANG TANG

Oli always was a bit of a blockhead, so we thought this one would be right up his street...

You Go, Boss...

At the end of each stage is a boss, and you may be wondering how you're supposed to defeat them just by making blocks. Well, never fear, 'cause when you go up against the big bad guys you suddenly discover the ability to rapid-fire your weapon as much as you like. Funny, that.



This kinda gives a new meaning to 'ugly death'.

puzzle element is in when and where you create those blocks, but there's also a fair amount of action involved as you can only put blocks right next to yourself, and you also have to dodge the baddies as they come your way.

Tosh Tosh

So far so good – except that, well, it isn't. The subtle blend of puzzle and action means that it's far too slow to be a decent action game, but far too fiddly and reactions-based to make a good puzzler. In fact, working out what to do is very rarely a



It still amazes me that people bother to come up with storylines for these games. Here we have a simple puzzler, based around the idea that your character can create square blocks out of nowhere to get around and hold back enemies. For a puzzle game, it's a fair concept. For an actual hero, it's rubbish! You're supposed to be saving the world (well, The Associated Nexus of Galaxies, in fact), and all you can do is make cubes. And how does collecting a certain number

of glowing yellow things save the world anyway? Still, that's what you have to do – use your ability to create and destroy blocks to collect all the Energy Crystals and complete the level. The

problem – instead you find yourself dying because of annoying slip-ups or dodgy timing, which shouldn't be what puzzle games are

about. This is made worse by the infuriating controls, which for one thing are unresponsive and sluggish.

For another, the developers seem to have failed to notice that on the GBA we actually have more than two buttons. This means that to fire your weapon you have to press Down and A, which is easily done accidentally. With ammo being very limited, this is more than just annoying – quite frankly it's just ridiculous.

Add in the fact that the '120 levels' are in fact four near-identical sets of 30 levels, the sub-standard, the extremely samey graphics and the lack of a password system, and you've got a very shoddy-looking package indeed. This, dear readers, is a game that does not deserve the word 'Advance' anywhere near it.

Oliver Lan

Doesn't that guy look just a teeny bit like Bombberman?



XTREME RATING

Uppers

+ Initially entertaining.

Downers

- Clumsy, stupid controls.
- Bland graphics.
- Gameplay doesn't work.

Summary

Definitely not the future of puzzle games.



42%



On levels with lots of buttons and rolling blocks (eg. Hagrid's Garden), you might have to push a block most of the way around the map to get it into place – just persevere!



HARRY POTTER & THE PHILOSOPHER'S STONE



DAMAGE:£34.99
ON SALE:OUT NOW
WHO:ELECTRONIC ARTS
TYPE:ARCADE ADVENTURE
NO OF PLAYERS:1
SAVE SYSTEM:BATTERY BACK-UP

Now, there is a chance that you haven't heard of Harry Potter, but then there's also a chance that Harold from Neighbours will launch a solo career and go straight to Number One – I'm just not placing any bets on it. Potter-mania has swept the country, and so it was only a matter of time until the schoolboy wizard made a GBA appearance. Still, that doesn't mean this is any cheap knock-off of a game – oh no, this is an accomplished action-adventure, which gives fans and others alike something to get their teeth into. *Harry Potter and the Philosopher's Stone* is closely based on the book (and, I suppose, the film), and so begins with the young Harry just starting at Hogwarts School of Wizardry and

Witchcraft. Controlling the young wizard from a top-down perspective, you then get to take Harry through most of the events in the book, completing action-adventure-puzzley levels along the way, as well as a host of mini-games.

Wizard Works

Variety is the spice of this game, as each task you're set can involve a different kind of gaming. The most common one has you sliding blocks around, pushing buttons and shooting spells at gnomes, but even between levels like these there are plenty of differences to keep it interesting. Then there are the other levels, like the ones that have you sneaking about at night avoiding the patrolling prefects. These



That'll teach 'em!



can be a bit long and fiddly, but it's all very cleverly done, with Harry having to duck into niches and corners to avoid the prefects' line of sight. There are also broom-flying levels in a top-down racing style, and 'repeat after me' spell-learning bits, so you soon realise this is no simple cash-in.

For fans of our Harry (a group that's certainly not restricted to just children, of course), it gets even better, as the game does a very good job of putting the player in the role of Master Potter and in the story of the *Philosopher's Stone*. From the outset you go to the Defence Against The Dark Arts class and learn

your first spell, then you go to Potions class and are picked on by Professor Snape. Then you go to see Hagrid... Sticking to the book

so closely has the disadvantage that if you've read it, you know what's going to happen next, but this more than makes up for



Harry tried his scary look to try to impress the girl.



Test Your Spelling



You learn various spells during the game, and to do it you have to copy the correct wand movements. It's a bit like that classic game *Simon*, where you had to memorise the right sequence of moves. Get them all and you win a special bonus.

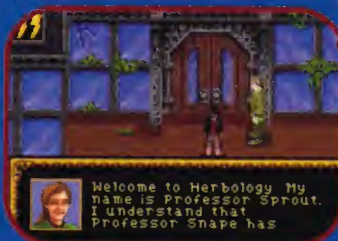
POTTER PHILIPPER'S



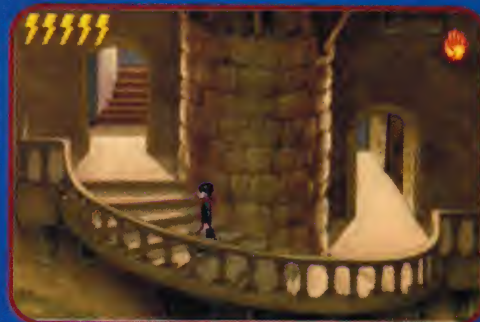
Full Bodied, With a Lot of Character

Pretty much all of the characters from the book are here. You have lessons with all the professors and you also see Ron and Hermione, who point you in the right direction every now

and then as well as playing their roles in the story.



There's sliding blocks and buttons aplenty.



such good use, and to see Harry go from strength to strength. Read the book, see the film, play the game. For now, Harry is King!

Oliver Lan

packed in is quite amazing, and that it all hangs together as a game is quite an achievement. While the game is to some extent aimed at children, that doesn't mean it's easy, and in this regard again the game is rather like the book – no doubt many adults will find it quite irresistible.

Bad Spell...

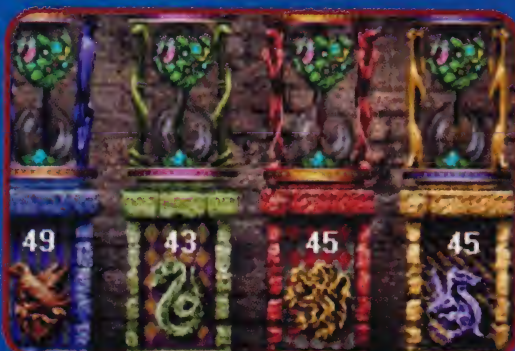
Still, the game isn't without its flaws, and at times it can be more frustrating than anything else. It's not actually possible to die permanently in the game, and perhaps because of this the game delights in sending you back to the start of the level for the tiniest slip, and sometimes, even in a great game like this, the repetitive play can become easily annoying. All said and done, though, *Harry Potter and the Philosopher's Stone* is a fine game. It's not a role-playing game but it still does a great job of getting you into the role of being Harry Potter, and on top of that it offers varied and clever gameplay throughout. It's great to see such a top licence put to

it by being involving in a way that actually lives up to the promise of letting you be Harry Potter.

That's not to say, though, that only fans will enjoy the game, and it would be a shame if others dismissed it out of hand. The sheer number of different ideas

That's Three Points from Gryffindor!

Don't fall foul of the prefects! You gain and lose housepoints throughout the game, and the house with the most wins the cup at the end of the year, so you don't want to let your housemates down...



Xtreme Rating

Uppers

- + Loads of game styles.
- + Faithful to the book.
- + Filled with good ideas.

Downers

- Occasionally frustrating.
- Not particularly difficult.

Summary

A superb game and a worthy tribute to the book!



90%



Don't keep doing the same move over and over. The AI will know!



DAMAGE: £34.99
ON SALE: TBC
WHO: STUDIO 3/PRISM LEISURE
TYPE: BEAT-'EM-UP
NO OF PLAYERS:
SAVE SYSTEM: PASSWORD

INTERNATIONAL KARATE ADVANCED

Sporting a pink belt in origami, John tries his hand at *International Karate Advanced*...

It seems that conversions of games from the Amiga/ST era are becoming fashionable, and the GBA certainly has the hardware to handle those sorts of games. *International Karate Advanced*'s predecessor was *IK+*, and it was certainly one of the best beat-'em-ups of its time. As well as just

having the standard punching and kicking you find in all fighters, there were bonus levels which involved fending off bouncing balls with a shield and clearing bombs with kicks. *IK Advanced* follows very closely to the original and extends the game play further. As in many of the



Kick a Bomb?

Some of the most fun bits of the game are the bonus levels. On one level you find yourself trying to kick bombs off the screen before they explode. Another bonus level finds you trying to avoid getting flattened by large bouncing balls by shielding yourself with something that looks like a bin lid!



Come on then! I'll have both of you!

more modern fighting games, you get the chance to play as different characters in various different locations. *IK Advanced* boasts 28 different competitors and 12 different locations. In all scraps, three combatants fight at once, the winner being the first to a certain number of points or the man with the most points after the time limit. The locations are straight out of the computer game cliché bible, with fights in England taking place next to the Houses of Parliament and scraps in the US set against a city skyline. The clichés extend to the characters too, with the Russian character having a trademark furry hat.

Hiiiiii-ya!

The fighting is simple, but it makes good use of the GBA's limited controls. You won't find any of the over-the-top moves you might get in a game like *Street Fighter*, as the moves are quite simple. If you prefer the *Street Fighter* type of game you

may find *IK Advanced* a bit plain. There isn't much in the way of glamour, but there is certainly enough to keep you occupied, and the bonus levels are a blast from the past for older gamers. As retro-conversions go, *IK Advanced* performs well. The essentials of the original game are there and the

graphics and feel of the game have been brought up to GBA standards. *IK Advanced* is a decent game, but it perhaps lacks the excitement of larger console beat-'em-ups.

John Hagerly



Yeah! Same to you, mate.

XTREME RATING

Uppers

- + True to the original.
- + Easy to pick up.

Downers

- Cheesy stereotypes.
- Looks a bit basic.

Summary

A very enjoyable fighting game, which some gamers will love for its simplicity, but others may find lacking in excitement and plain-looking.



87%

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If you can't make head or tail of a level, start it running without placing a tile and see where the ChuChus go. You may get a clue...

REVIEWS



DAMAGE: £29.99
ON SALE: OUT NOW
WHO: INFOGRADES
TYPE: PLATFORM GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: BATTERY BACK-UP

CHUCHU ROCKET

Sega's sizzling save-'em-up is almost with us, but had you forgotten it was coming?



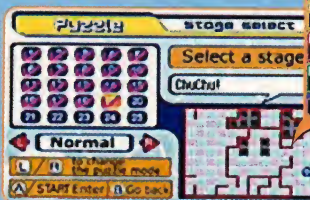
We first reviewed *ChuChu Rocket* back in Issue One, but its European release was delayed. Six months later it's finally arrived, so we thought we'd take another look at it for those who'd forgotten. *ChuChu Rocket* is a save-'em-

up in the Lemmings mould, but designed with multiplayer gaming in mind. The mice, or ChuChus, blunder along without a care in the world. Your job is to redirect them away from hazards and



into the safety of the escape rockets. The sheer scope of the Advance version of *ChuChu Rocket* is incredible. There are loads of modes and games, some of which weren't even available on the DreamCast version, and presentation-wise, it's well up to scratch (no pun intended). It's one of the most versatile games ever to hit the Advance, and is just as much fun for a five-minute game as it is for an all-day session. It's a game that will last you ages.

Ian Osborne



Puzzle Mode - complete the Normal tasks and move on to ever-harder categories...



Xtreme Rating

Uppers

- + Versatile.
- + Well presented.
- + Brilliant multiplayer modes.

Downers

- Menus can be awkward.

Summary

One of the best multiplayer games on the Advance, and a worthy Game Boy debut for Sega. An incredible save-'em-up puzzler.



91%



Be careful when you use your power-ups - used well, they can give you a distinct advantage, but fire them for the hell of it and you're wasting your time.



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: LEGO MEDIA
TYPE: DRIVING GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: BATTERY BACK-UP

LEGO RACERS 2

We take a second look at the LEGO kart game, but will it fare any better?



Time to practice sliding round corners...



We reviewed this one back in Issue Four, and it got 77%. So why are we reviewing it again? Apparently, due to an administrative goof-up over at LEGO, the version we reviewed wasn't finished. It's ready now, so we thought we'd take another look and see if it's any better. The racing's been polished considerably. It's now very smooth, and although it lacks



the seat-of-your-pants driving offered by *Mario Kart*, it calls for some serious cornering skills. Take a bend too fast while still accelerating and you spin on the spot. The first few races are still pretty easy, but no

longer insultingly tame, and as the tracks get more complex the adrenaline levels increase.

Unfortunately, the main mode is still the Story Mode, and it's still an uncomfortable mix of RPG and racing. It's a pity - if they just threw you into a good, old-fashioned championship it would score in the eighties. Even as it stands, it's a fair game for the youngsters. Just don't climb over *Mario Kart* to get to it.

Ian Osborne

Xtreme Rating

Uppers

- + Good fun.
- + Colourful.
- + Simple.

Downers

- Little originality.
- RPG element doesn't work well.

Summary

More polished than when we reviewed it before, but the major faults remain.



79%

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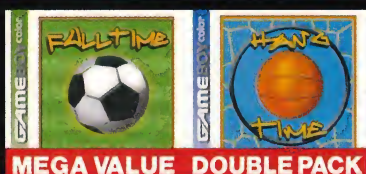
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P C A

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P C A

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Roll the D-pad to escape a zombie's clutches.

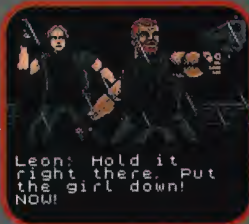
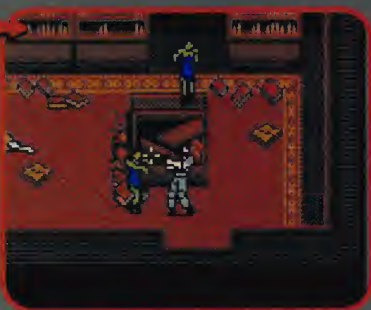


DAMAGE:£24.99
ON SALE:7TH DECEMBER 2001
WHO:VIRGIN INTERACTIVE
TYPE:ACTION ADVENTURE
NO OF PLAYERS:1
SAVE SYSTEM:BATTERY BACK-UP

RESIDENT EVIL GAIDEN

It's got more blood and guts than a slaughterman's offal bucket, but has it got the gameplay? Ian checks out one of the most significant Game Boy Color releases this year...

His fellow
only women's
pleased to
find the
action library
filled with
Jeffrey
Archer's own
novels...



Leon: Hold it
right there. Put
the girl down!
NOW!



Leon: Lucia!
You're hurt!

We all know the score. We know Capcom planned to release a conversion of the PlayStation's *Resident Evil* on the Game Boy Color, but the entire project was canned just when it was looking

really hot. It's a shame, but that's the way it is. Thankfully, Capcom didn't abandon all plans to bring the Resi saga to the handheld, and now they've gone and done it! *Resident Evil Gaiden* boasts an all-new storyline which will never

appear on any other console, and it's getting a European release long before it appears in the States. Wowzers! About time too... Fans of the *Resident Evil* saga already know about Barry Burton. He first appeared in the original *Resident Evil* game, and now he's back, on a zombie-infested cruise ship called the Starlight. So what's turning happy-go-lucky holidaymakers into undead monsters? It's the BOW, or Bio-Organic Weapon stored somewhere in the vessel. Bet they never mentioned that in the holiday brochures! It's up

to you to find the weapon and

destroy it. Bet you wished you'd spent a week at Butlin's instead...



Now you'll never play it again, Sam...



Take Aim...



Get too close to a zombie and the perspective switches to a first-person view. You take aim by hitting the fire button when a slider is over the blue bar under the monster. Get it dead on for a good shot. Hit the white area for a glancing shot. This system might look like it was pinched from a golf game, but it works.

The Monster Mash

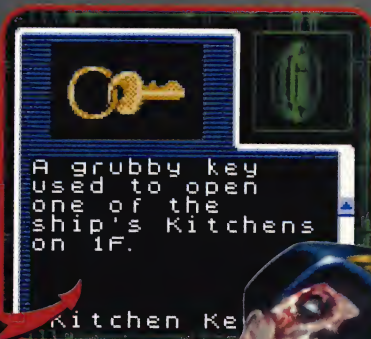
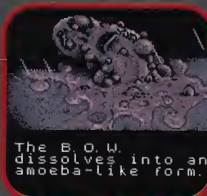
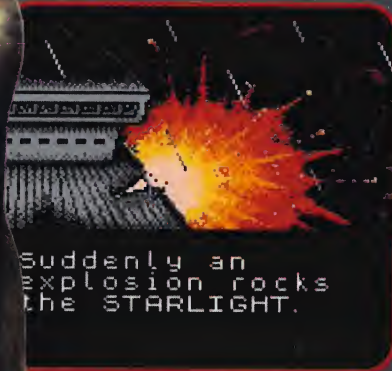
Resident Evil Gaiden is big. No, on second thoughts, make that B-I-G! The Starlight itself has four decks and over 100 rooms. There's also a submarine to explore, and ten different environments. You get to control three unique characters, and

there's a truly unique approach to the combat. To be honest, the down-side of such a huge game is while you're running around the ship in third-person perspective, the graphics pretty simplistic. Still, they're functional enough and for our money, the trade-off was a good one. The controls are as easy as picking maggots out of a dead zombie. As you walk along, you sometimes see items that may or may not be of interest, such as a cupboard or a discarded nick-nack. Make your way over to it and if it's worth a look, an indicator flashes in the bottom-right of the screen. Thankfully, already-



Plot Perils

The plot is driven by some interesting and informative cut scenes. Like these...



Object-based puzzles are (often) a key part of *Resident Evil Gaiden*...

and doors offer an icon which says whether or not they can be opened.

Finding Your Way

Pause the game and a map screen appears, showing the area you're currently in. Rooms only appear when you've been in them, so it's a great way of finding your way to unexplored areas. And explore them you must. This is a true *Resi* game, not a dumbed-down blaster with zombies. You've got an inventory to fill, and lots of object-based puzzles to solve. Use the key to open the locked door, fit the fuse to switch on the lights – and no, they're not all obvious ones like these. I'm just not spoiling your fun. Nope, you have to do your own thinking in this game – the puzzles aren't handed to you on a plate like in lesser offerings.

Any faults? To be honest, no real major ones. Sometimes you find yourself dodging the zombies rather than fighting them as you run to your next objective, but so what? If you had a half-dead hulk of rotting flesh stumbling towards you in real life, wouldn't you want to get out of the way? And

yes, the graphics are sometimes workmanlike, but they still ooze atmosphere like the zombies ooze puss. *Resident Evil Gaiden* is a great game. It's deep, action-packed and the developers have shoehorned a brilliantly instinctive control system into the machine's limited number of buttons. Whether you've previously played a *Resi* game or not, this one comes highly recommended.

Ian Osborne



searched cupboards don't flash the indicator when you walk past them a second time, so you're not endlessly re-searching areas you'd forgotten you'd already checked. When a zombie's in range, a battle indicator allows you to flick to the first-person combat mode,

XTREME
RATING

Uppers

- + H-U-G-E.
- + Very involved.
- + Good depth.

Downers

- Graphics sometimes workmanlike.

Summary

An exclusive episode of *Resident Evil* which plays like a true *Resi* game and is available over here first. What more could you ask for?



92%



If you get stuck, pester a few of the characters, as they often give you more clues.



THE NEW ADDAMS FAMILY



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: MICROIDS
TYPE: ADVENTURE GAME
NO OF PLAYERS: 1
SAVE SYSTEM: ... BATTERY BACK-UP



Pugsley wondered what was in the plant food.

They're creepy and they're spooky - but enough about the GBX staff. John tries out the latest Addams Family game...

development company has bought the land. Unless Gomez can find the deeds to the house, it'll all be flattened and a funfair be built in its place. So, it's up to Gomez and the rest of the family to

find the deeds and get to the town hall to prove that they're the rightful owners. *The New Addams Family* is an adventure game similar to Microids' *The Fish Files* in its style of play. You progress to the next level by performing tasks, collecting various objects and speaking to different characters. There are 30 different levels, which take you round places such

as the family home, the town and town hall and, of course, the graveyard.

**Yeeeeeeeeee
ssss!**

All the characters from the TV show are in the game, and they're all true to form with their strange characteristics. Grandma can be found in her dungeon mixing up concoctions in her cauldron, whilst Pugsley and Wednesday are upstairs playing with their torture equipment.

The graphics follow the feel of the TV show well, with lots of eerie, dark, gothic locations for you to wander round and explore. Fans of the TV show, cartoon or films will feel at home

wandering round the creepy Addams mansion. *The New Addams Family* isn't a bad game, but it fails to

grab the imagination. It is enjoyable to play, but the game play feels a bit too linear and after a while I found myself getting bored. It's difficult to get a good amount of puzzling in an adventure game without it being too tedious. I get the feeling that the Addams Family just fails to get the balance right.
John Hagerty

Meet the family

All the members of the Addams family can be found at different points in the game. You start off playing as Pugsley, and you get the chance to play as some of the other characters as the game progresses.



**XTREME
RATING**

Uppers

- + True to the TV show.
- + Large levels.

Downers

- Too linear.
- Not that interesting.

Summary

Not a bad game by any means, but it isn't going to blow your socks off. One for fans of the TV show or the genre.



61%



Turn the music off.
It'll do your head in.

REVIEWS



DAMAGE: £19.99
ON SALE: OUT NOW
WHO: WANADOO
TYPE: ARCADE ADVENTURE
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

KIRIKOU



Here's a new one - a film tie-in for a film we've never heard of! 'Good job the game does the business', says Simon...

Adapted from the film *Kirikou and the Sorceress*, which, er, we've not heard of yet alone seen, this one's another arcade adventure complete with a much-lauded soundtrack that grates on you within minutes. The plot sees you as the title character, battling the evil sorceress Karaba who has cast a spell on Kirikou's village to make all the men mysteriously

disappear. Or, in layman's terms, jumping around various levels, defeating baddies and collecting goodies. The story is moved on through quite basic cut scenes, but that's one of the few areas where the developers have skimped on the multimedia side. The sound effects and graphics

facilitate the accessible gameplay, and without a doubt, this is an easy title to simply pick up and play. The levels are diverse and well designed, the central character is a cinch to control and the game is, frankly, very good fun.

Simple Fun

It comes with nine levels to explore, each of which house several optional pickups hidden away, and it's certainly worth a good

explore to get the most out of the game. In all honesty, the levels themselves don't look enormously different, but whilst they're ultimately fairly linear, there are plenty

of distractions to keep you interested. It's unlikely a half-decent player will take too long to see this one through to the end either. A quick bout of perspective, though. For all its qualities, *Kirikou* merely builds on what has gone before rather than throwing in innovations of its own, and whilst it's got a few tricks up its sleeve, there's not enough to give Mario headaches just yet. But it'd be interesting what happens should this be successful enough to warrant a sequel. For whilst *Kirikou* at the moment is very good anyway, there's plenty here to suggest greater things ahead.

Simon Brew

Dozing Off on the Job

How's this for a sloppy superhero? Leave your controls alone for a minute or so, and before you know it, Kirikou - saviour of his land - has dozed off to sleep! Mind you, the loud snoring noise that emanates from your handheld means he won't be kipping for long!



You have both a small and a big jump at your disposal - and both have their uses!



Uh-oh. Another baddie to dispose of!

Xtreme Rating

Uppers

- + Very good fun.
- + Lots to explore.
- + Addictive!

Downers

- Derivative.
- Too short?

Summary

We're still none the wiser on the film, but we do know this - *Kirikou* is an addictive little platformer that's very good fun to play.



85%



For maximum speed stay high up as much as possible, dropping down only to grab powerups and avoid obstacles once you know the courses.

NY RACE



Games based on movies are rubbish, aren't they? Jamie finds out if The Fifth Element game NY Race bucks the trend...



DAMAGE: £24.99
ON SALE: BUT NOW
WHO: KALISTO
TYPE: DRIVING GAME
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

NY Race is your typical 'win races, make money, buy new cars' kind of affair, but with a few interesting twists. Courses are not only defined by the horizontal (ie the sides

of the track), but also the vertical. Various obstacles across the courses have to be avoided by flying your car above and below them. NY Race looks a bit like F-Zero with a top-down perspective. The courses are quite wide and you often can't see

both edges of the



A diverse selection of cool cars.



Watch them arrows!



track at once, so a handy on-screen arrow indicates which direction the track goes and helps you to navigate. It takes a little getting used to, but it works quite well. With all kinds of power-ups available to either harm your opponents or boost your car,

there's a lot of fun to be had in each race. There are plenty of different courses that throw various challenges at you as you get further into the game, so there's plenty of longevity here too.

Jamie Wilks

Uppers

- + Some originality.
- + Great fun.
- + Plenty to see.

Downers

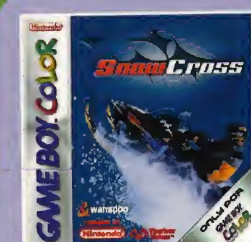
- Maybe a bit easy.
- Tracks can be confusing.
- One game mode.

Summary

A decent game with a nice dash of originality. It might be a tad easy and there's only the main game mode, but overall it's worth a look.



79%



DAMAGE: £19.99
ON SALE: BUT NOW
WHO: VICARIOUS VISIONS
TYPE: DRIVING GAME
NO OF PLAYERS: 1-2
SAVE SYSTEM: PASSWORD



Keep your eyes peeled for jumps that don't stretch right across the track. Learn where these are and avoid them to maximise your speed.

SNOWCROSS

Jamie puts on the woollen mittens his Grandma knitted him and asks if Snowcross should be left out in the cold...

Watch out for that tree, Dave!

For those who can't work it out from the title, Snowcross is a snowmobile racing game. You know, those things like quad bikes on skis. The

main Tournament Mode requires first place on every track in your class, and then you can move on to the next. Each victory grants you an extra stat point to spend on your snowmobile. These points can be moved from race to race. For example, on a particularly winding course you want to take some points out of Top Speed and put them in Acceleration and Traction.

The controls are pretty

simple; one button to accelerate, the other to brake. The real challenge comes from the tracks themselves, with jumps, bumps, trees and toboggan-style high-speed half-pipes all in attendance. Snowcross is fun to play, if a little tough at times, and is a reasonable racing title. It also has a natty Link Mode for those addictive multiplayer sessions with your mates.

Jamie Wilks



Customisable snowmobiles.



Uppers

- + Good fun.
- + Challenging.
- + Link-up mode.

Downers

- Kind of difficult.
- Simplistic.
- Unoriginal.

Summary

Nothing groundbreaking, but a reasonable title. Snowcross is certainly challenging, perhaps too challenging for some.



72%



Don't be proud. Use the in-game hint facility when you're stuck.

REVIEWS



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: UBI SOFT
TYPE: BOARD GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: BATTERY BACKUP

SCRABBLE

It's one of the best-selling games of all time, but do we need it on the Game Boy? Ian plans a night on the tiles...

Would have believed you could fit something this sophisticated into a Game Boy cart? A fully-functioning game of Scrabble, with several game modes, stored personal profiles and an in-built dictionary and spelling checker to make sure

your words are valid. That's right - every word in the Official Scrabble Dictionary is in there. You can't fault the presentation either. The graphics are superb, and offer a real Scrabble atmosphere, with deep green backgrounds and ivory tiles. The

background music can be switched off, just about every aspect of the game can be adjusted and there's even a bonus Conundrum game where you must make a single word out of a set number of letters. Seen Countdown? It's just like that...

Enter the Enemy

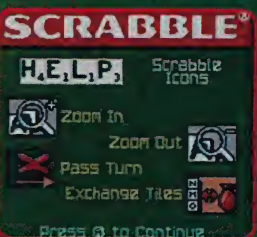
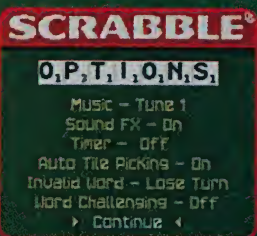
At the end of the day, there's only one reason why you'd want a videogame conversion of a board game, and that's to provide you with computer-controlled opponents. If you can't play a decent game against the CPU, why buy a Game Boy version? The boardgame's cheaper, and there's a travel version if you need to take it away with you. Thankfully, the game isn't lacking in this department. Up to four players can compete, and each can be human- or CPU-controlled. The computer players offer Easy, Medium or Hard skill levels, but frankly, even on Easy they're seriously tough. If you've got a head for words and at least some experience playing the boardgame you'll be fine, but if not, prepare to be thrashed. Apart from the rather

unforgiving opponents, here's very little to complain about here. The CPU takes its time making a move, during which

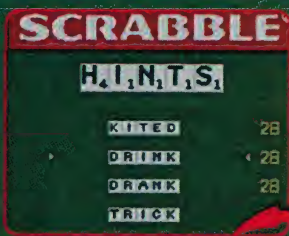
you're 'treated' to a dreadful head-and-shoulders of the player, but you couldn't expect a game like this to run quickly. A Story Mode would be nice too, where you take on a series of named opponents in a championship challenge instead of just setting up a one-off match or series of matches, but this isn't a major malfunction. The game does exactly what it's supposed to do, and that's provide a really great game of Scrabble. Ian Osborne

Scrabble - Some Fascinating Facts

- Scrabble celebrated its 50th birthday in 1998.
- Scrabble can be played by post.
- If all the Scrabble tiles ever produced were placed in a line they would stretch 50,000 miles - that's twice around the world.
- There are 122,863 legal words allowed under British Scrabble rules.
- The highest number of points that can be scored on the first go is 126 - with SQUEEZY or QUARTZY.
- A sure way of victory is to use the word BENZOXYCAMPHORS - a type of chemical - along the edges of the Scrabble board. It will gain the highest score, 1970 points.
- Dr Karl Khoshnaw from Manchester holds the record for the highest word score achieved in a competition, scoring 392 points with CAZIKUES - the plural for a West Indian Chief.
- A five year old boy phoned Leicester police to complain his sister was cheating at Scrabble.
- There is a town called Scrabble in Virginia, USA.
- The record for 2 players over 24 hours is 111,154 points, scored in 1995 by Paul Golder and John Howell from the Romford Scrabble Club.
- In 1985 Lt. Cdr. Waghorn and Lance Corporal Gill played Scrabble continuously for 5 days when trapped in a crevasse in Antarctica.



The conundrum game. Can you make the longest word?



If you're not too proud, you can even get the 'puter to offer hints.

Xtreme Rating

Uppers

- + Atmospheric.
- + In-built dictionary.
- + Comprehensive.

Downers

- Very tough.
- Slow at times.

Summary

Game Boy Scrabble won't appeal to everyone, but if you like the boardgame and are reasonably good at it, this is for you.



80%



Tweenies isn't a tricky game to get to grips with - if you want a tougher challenge, why not tweak the difficulty rating up a notch or two?



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: BBC MULTIMEDIA
TYPE: ARCADE ADVENTURE
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

TWEENIES: DOODLES' BONES

'At least Pokemon served up some decent games', argues Simon...



In this bit, you can make a plant grow. The next level is watching paint dry.



Silly Doodles. The daft old dog drew a map of where his bones were buried, and he's gone and lost part of it. This is either a dog of incredible talent matched only by his capability for calamity, or a standard, run-of-the-mill gaming plot device to get as many characters into the game as possible and justify another exploration-style TV tie-in.

Predictably, it's the latter, and to add further insult, the game this flimsy plot is attached to is laboured as well. For by interacting with the various characters, you quickly discover they've got objects that need to be found, and you're transported to various boring levels to explore. For too long nothing of note happens, and the game is only going to tax the very young. Admittedly, they



Can the Tweenies help find the map so that Doodles can dig up his bones?

may be the target audience, but you still can't help feeling they deserve better than this. For while *Tweenies* is far from terrible, it's just not interesting enough to justify the cash.

Simon Brew

**XTREME
RATING**

Uppers

- + Decent graphics.
- + Young fans should enjoy it.

Downers

- Uninspired.
- Uninteresting.

Summary

An uninteresting meander through the world of the Tweenies. Put it this way - the Pokémon aren't particularly threatened.



45%



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: WANADOO
TYPE: PLATFORM GAME
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD



As Stripe, beware of water puddles. They're hard to spot, but deadly.



GREMLINS UNLEASHED



Don't feed them after midnight...

It's cute, it's cuddly, it's colourful and crazy, but it's not a classic. It's *Gremlins Unleashed*, and it's a platformer aimed at the youngsters. The game sees you bounding through over ten levels, such as Billy's house, the school labs, the department store and more. You can play as Gizmo, the cute teddy bear-type creature, or naughty

Stripe the green gargoyle with big teeth. The environments are the same for each, but the hazards are different - not quite two games in one, but a welcome feature nonetheless. The animation on the main characters is great. They really look the part. The controls are responsive and the levels attractive in a seen-it-all-before sort of way.

It can get frustrating at times - hazards aren't well signposted, and baddies sometimes appear too quickly for you to react. Even so, it's a fun game, and recommended for the younger platform fan.

Ian Osborne

**XTREME
RATING**

Uppers

- + Brilliant animation.
- + Good fun.
- + Two characters to play.

Downers

- Unoriginal.
- Harsh at times.

Summary

This is definitely a young person's game, but no worse for it. It's a good 'un, but too derivative to be a classic.



69%

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THE KIT BAG

More happening gadgets from around the world...



Whoopee Cushion

Be honest – Whoopee Cushions are great fun. Stick 'em under someone's cushion and when they sit down, PAARRRP! It's about as sophisticated as Jim Royle and as mature as Shane Ritchie, but what the hell? It costs 99p from all good joke shops.



Mikro-Bike

Is this the smallest rideable bike ever? The Mikro-Bike has taken Japan by storm. Office workers race each other around the desks at lunchtime, with a few nutcases attempting wheelies! It's the boy's toy you're never be too big for, and not just because the seat and handlebars are fully height-adjustable. You can ride it around the house or off-road in the garden. The Mikro-Bike is well built and fun to ride, but isn't cheap at a cool £120 each. Get it from all good gadgets stores.



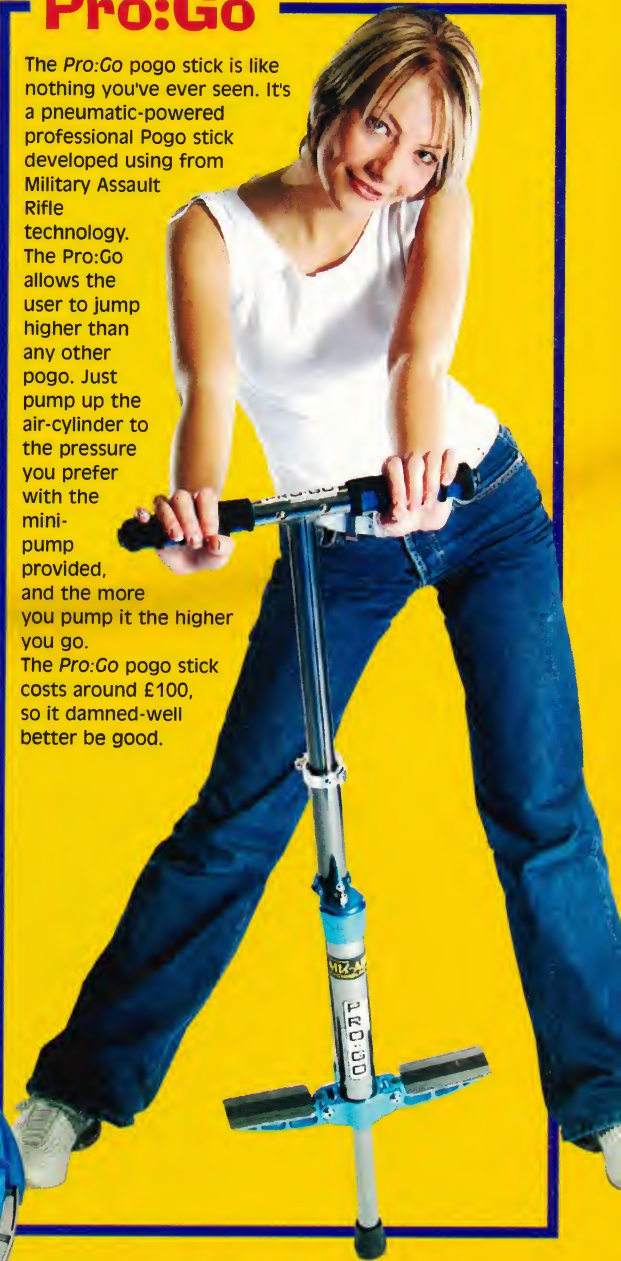
Gotta Catch 'Em All

It was inevitable the Pokémon Trainers' throaty cry would eventually find its way onto a single, but did it have to be this one? *Gotta Catch 'Em All* by 50.Grind and the Pokémon All-Stars is a typical American hard rock track, with polished guitar riffs, raps, a bit of scratching and vocal harmonies. If Tool or Limp Bizkit are your thing you may like it, but best listen to it before buying.



Pro:Go

The Pro:Go pogo stick is like nothing you've ever seen. It's a pneumatic-powered professional Pogo stick developed using from Military Assault Rifle technology. The Pro:Go allows the user to jump higher than any other pogo. Just pump up the air-cylinder to the pressure you prefer with the mini-pump provided, and the more you pump it the higher you go. The Pro:Go pogo stick costs around £100, so it damned-well better be good.



The Weakest Link

Everyone complains about Anne Robinson's acid rudeness to her guests, but let's face it – it's great fun to watch. With Tiger Electronics' new quiz game, it's great fun to play too. There's 2000 questions, with expansion packs to be released next year, eight game rounds and sampled soundbites from Anne Robinson. Up to eight players can compete, and no doubt insult each other when they get a question wrong.

Tiger's *The Weakest Link* electronic game is available in Woolworths and all good toystores at £29.99, but we've got three to give away. To stand a chance of winning, just answer this simple question:

Q: What is Anne Robinson's catchphrase in The Weakest Link?

- A: You are the sleekest wink - bad eye...**
- B: You are the biggest stink - go fry...**
- C: You are the weakest link - goodbye...**



COMPETITION HOTLINES

Want to win one of our ace prizes? Ring one of the following Competition Hotlines, leaving your name, address and correct answer.

The Weakest Link Competition

09064 774478

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 5th December 2001 and close at midnight on 2nd January 2002. The editor's decision is final and no correspondence will be entered into.



When you think you know the answer (and if you don't, try watching the TV show), ring our Weakest Link hotline and leave your name, address and answer when prompted.

The DATEL ACTION REPLAY GBX finally arrives!

Hey readers! I know I've talked about the Dattel Action Replay GBX before, but now it's finally arrived, and there's a couple of kewl new features I must tell ya about! First of all, there's a great new way of inputting codes for new games. You just connect your Action Replay GBX to a PC using the cable and software provided with your cheat cart, and log onto www.codejunkies.com. At the press of a button, you can download the entire codes database onto your Action Replay. That's right - EVERY code for EVERY game, and as the code boys crack every new Advance game as soon as it comes out, that's a lot o' codes! If you haven't got a PC, that's no problem. You can still get codes from the Code Junkies hotline and GBX magazine

and enter them manually. Just like you could with the Action Replay Xtreme for the Color. Alternatively, why not pop down your local cyber café and ask if you can download them there? It's dead easy... The second great new

feature is cart recognition. When you switch on your Advance with an Action Replay and a game plugged in, the menu screen takes you straight to that game's codes. You

no longer have to scroll up and down like you did with the Xtreme. Jeepers! Cheating's never been easier! The Action Replay GBX has been delayed so the code boys could pack in more games and the programmers could pack in more features, but it's out now, and I'm sure you'll agree it's been worth the wait. Best bag one for Christmas!

Sakura



A PIECE OF



Action Replay GBX BIG Scary List

These games are pre-installed on the Action replay GBX...

- Army Men Advance
- Bomberman Tournament
- Castlevania: Circle of the Moon
- Earthworm Jim
- EPSN Final Round Golf
- F-Zero Maximum Velocity
- GT Advance
- Hot Potato
- Iridion 3D
- Jurassic Park III: DNA Factor
- Konami Crazy Racers
- Kuri Kuri Kururin
- Mario Kart Super Circuit
- Men In Black The Series
- MX 2002
- Pinobee: Wings of Adventure
- Pitfall: The Mayan Adventure
- Rayman Advance
- Ready 2 Rumble Boxing: Round 2
- Spider-Man: Mysterio's Menace
- Super Mario Advance
- Tony Hawk's Pro Skater 2
- Tweety & The Magic Gems
- X-Men: Reign of Apocalypse

Remember, new codes can be added later to keep your Action Replay GBX right up to date!



CODEjunkies

For more great Action Replay codes,
call the Code Junkies Hotline!

09064 774477

Calls cost 60p per minute at all times. Lines are open 24 hours a day, seven days a week.
Please get the permission of the person who pays the bill before ringing Code Junkies Hotline.

THE ACTION

Instant Replay!



Some more sizzling Action Replay codes for Pokémon Gold and Silver...

Enemy Always Asleep And Poisoned
0100ADD7

Buy Master Balls For Free
0101F0D5

Catch a Shiny Pokémon
010719D1

Catch Champion/Different Colour/Sparkly Pokémon
010719D1

Skill Modifier

Replace xx with: 02 - Karate Chop 03 - Double Slap 04 - Comet Punch 05 - Mega Punch 06 - Pay Day 07 - Fire Punch 08 - Ice Punch 09 - Thunder Punch 0A - Scratch 0B - Vice Grip 0C - Guillotine 0D - Razor Wind 0E - Swords Dance 0F - Cut 10 - Gust 11 - Wing Attack 12 - Whirl Wind 13 - Fly 14 - Bird 15 - Slam 16 - Vine Whip 17 - Stomp 18 - Double Kick 19 - Mega Kick 1A - Jump Kick 1B - Rolling Kick 1C - Sand Attack 1D - Head Butt 1E - Horn Attack 1F - Fury Attack 20 - Horn Drill 21 - Tackle 22 - Body Slam 23 - Wrap 24 - Take Down 25 - Thrash 26 -

Double Edge 27 - Tail Whip 28 - Poison Sting 29 - Twin Edge 2A - Pin Missile 2B - Leer 2C - Bite 2D - Growl 2E - Roar 2F - Sing 30 - Supersonic 31 - Sonicboom 32 - Disable 33 - Acid 34 - Ember 35 - Flamethrower 36 - Mist 37 - Water Gun 38 - Hydro Pump 39 - Surf 3A - Ice Beam 3B - Blizzard 3C - Psybeam 3D - Bubblebeam 3E - Aurora Beam 3F - Hyper Beam 40 - Peck 41 - Drill Peck 42 - Submission 43 - Low Kick 44 - Counter 45 - Seismic Toss 46 - Strength 47 - Absorb 48 - Mega Drain 49 - Leech Seed 4A - Growth 4B - Razor Leaf 4C - Solar Beam 4D - Poisonpowder 4E - Stun Spore 4F - Sleep Powder 50 - Petal Dance 51 - String Shot 52 - Dragon Rage 53 - Fire Spin 54 - Thunderbolt 55 - Thunder 56 - Thunder Wave 57 - Thunder 58 - Rock Throw 59 - Earthquake 5A - Fissure 5B - Dig 5C - Toxic 5D - Confusion 5E - Psychic 5F - Hypnosis 60 - Meditate 61 - Agility 62 - Quick Attack 63 - Rage 64 - Teleport 65 - Night Shade 66 - Mimic 67 - Screech 68 - Double Team 69 - Recover 6A - Harden 6B - Minimize 6C - Smoke Screen 6D - Confuse Ray 6E - Withdraw 6F - Defense Curl 70 -

Barrier 71 - Light Screen 72 - Haze 73 - Reflect 74 - Focus Energy 75 - Hide 76 - Metronome 77 - Mirror Move 78 - Selfdestruct 79 - Egg Bomb 7A - Lick 7B - Smog 7C - Sludge 7D - Bone Club 7E - Fire Blast 7F - Waterfall 80 - Clamp 81 - Swift 82 - Skull Bash 83 - Spike Cannon 84 - Constrict 85 - Amnesia 86 - Kinesis 87 - Softboiled 88 - Hi Jump Kick 89 - Glare 8A - Dream Eater 8B - Poison Gas 8C - Barrage 8D - Leech Life 8E - Lovely Kiss 8F - Sky Attack 90 - Transform 91 - Bubble 92 - Dizzy Punch 93 - Spore 94 - Flash 95 - Psywave 96 - Splash 97 - Acid Armor 98 - Crabhammer 99 - Explosion 9A - Fury Swipes 9B - Bonemerang 9C - Rest 9D - Rock Slide 9E - Hyper Fang 9F - Sharpen A0 - Conversion A1 - Tri Attack A2 - Super Fang A3 - Slash A4 - Substitute A5 - Struggle A6 - Sketch A7 - Triple Kick A8 - Thief A9 - Spider Web AA - Mind Reader AB - Nightmare AC - Flame Wheel AD - Snore AE - Curse AF - Flail B0 - Conversion2 B1 - Aeroblast B2 - Cotton Spore B3 - Reversal B4 - Spite B5 - Powder Snow B6 - Protect B7 - Mach Punch B8 - Scary Face B9 - Faint Attack BA - Sweet Kiss BB - Belly

Drum BC - Sludge Bomb BD - Mud - Slap BE - Octazooka BF - Spikes C0 - Zap Cannon C1 - Foresight C2 - Destiny Bond C3 - Perish Song C4 - Icy Wind C5 - Detect C6 - Bone Rush C7 - Lock - On C8 - Outrage C9 - Sandstorm CA - Giga Drain CB - Endure CC - Charm CD - Rollout CE - False Swipe CF - Swagger D0 - Milk Drink D1 - Spark D2 - Fury Cutter D3 - Steel Wing D4 - Mean Look D5 - Attract D6 - Sleep Talk D7 - Heal Bell D8 - Return D9 - Present DA - Frustration DB - Safeguard DC - Pain Split DD - Sacred Fire DE - Magnitude DF - Dynamicpunch E0 - Megahorn E1 - Dragonbreath E2 - Baton Pass E3 - Encore E4 - Pursuit E5 - Rapid Spin E6 - Sweet Scent E7 - Iron Tail E8 - Metal Claw E9 - Vital Throw EA - Morning Sun EB - Synthesis EC - Moonlight ED - Hidden Power EE - Cross Chop EF - Twister F0 - Rain Dance F1 - Sunny Day F2 - Crunch F3 - Mirror Coat F4 - Psych Up F5 - Extremespeed F6 - Ancientpower F7 - Shadow Ball F8 - Future Sight F9 - Rock Smash FA - Whirlpool FB - Beat Up 01xx2CDA 01xx2DDA

01xx2EDA
01xx2FDA

Make Any Pokémon Breed
017FF5D9

Walk Through Anything

USE AT YOUR OWN RISK! This code will sometimes cause your game to reset, and the screen go glitchy. Make sure you turn off the Action Replay when you want to walk into a building or through a door.

010AA6CE
010AA5CE
010AA4CE
010AA3CE

Steal Trainer's Pokémon

Have the Action Replay switched off until you fight the trainer, then turn it on and throw the ball.

010116D1

Max Level Up After Battle Won

Just turn off the Action Replay when you want the Level Up to stop.

014432DA
014433DA
014434DA





RETURN FIRE

It's time for Sakura to rummage through our mailbag once more...

Battle-Scarred

Dear Sakura,
I think we fought together in Vietnam. You're a great fighter, but I don't think you should've taken your artillery



home with you. Anyway, I'm faced with a dilemma. I see on the Advance there's *Earthworm Jim*, *F-Zero*, *Mario Kart*, *Spider-Man*, *Tony Hawk's*, *Doom*, *Matt Hoffman's BMX*, *Sonic* and *Wario Land 4*. What should I get?
Ian Mercer, aged 14, Merseyside

Sakura says: You must be mistaken. The Vietnam War lasted from 1967-1974. I was



far too young to have fought in it, and you weren't even born! Regarding what game you should buy next, that's a question I just can't answer for ya. It depends on what you like. Read the reviews and decide for yourself.

Ready For Action...

Dear Sakura,
First I just want to say I love reading your magazine and the idea of showing game graphics on a free video is great. Keep it up Sakural! The reason I'm writing is because I want to give a tip to all those GBA owners wondering if they should invest their saved-up pocket money on an Action Replay GBX, which is supposed to expand the fun of your games. First, let me say I've had action replay for N64, PSX and DreamCast, and soon I will be a owner of one for GBA, and by experience I can say it does indeed expand the fun of your games. But this is only if you follow an important rule. When it's Christmas morning and you're opening your presents and you find a spanking new GBA game, don't go straight to your Action Replay and start using it with the new game. Always wait until you're almost bored of the new game before cracking it

with some Action Replay codes, or else you're bored of both your new game and your Action Replay in no time.

Trust me on this rule, because I've done this several times through the years, and the same thing happened every time. So just get yourself an Action Replay and relax with it for a while and you'll enjoy your games for twice as long...

Alex Undsaet, London

Sakura says: You spoke for me there too, Alex! The Action Replay is there to enhance your gaming, not take it over completely. It's great to be able to hack your way through the game once you've completed it or are stuck, though. Of course, they're your games - you



can play 'em or cheat 'em in any way you like, including giving yourself infinite everything as soon as you take it out of the box and completing the game two hours later, but for my intergalactic currency, I'm with Alex.



star letter ★ star letter ★ star letter ★ star letter ★ star letter ★ star letter

Up To Scratch...

Hey Sakura,
In Issue Five in The Firing Line, you mentioned a piece of equipment to repair scratched screens on your Advance. Well, I found out where you can get one. If you call Nintendo's care line on 02380 623200 you can order a repair kit for £6.95!

Daniel Vilic, Peterborough

Sakura says: Hey thanks, Daniel! For anyone who missed Issue Five, the repair kit in question is a replacement screen for your GBA, and a tool to remove the old one. Unfortunately, buying it this way, you only get the screen itself, not the tool for removing the old one, which is a pity. Still, if you've wrecked your screen, £6.95 is cheaper than a new Advance!

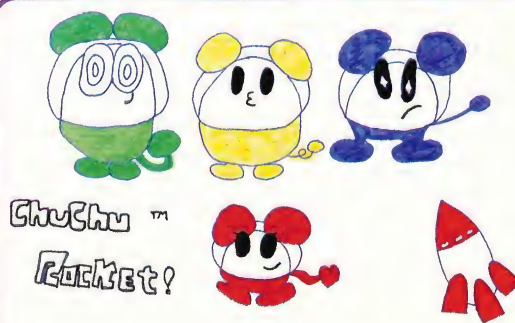


Best of the Best

Hi Sakura,
I'm going to get a GBA for Christmas, but I'm not sure what games to buy. Can you list five of your top GBA games so I can make up my mind?
Shane Lee, Kent

Sakura says: I can do better

than that, Shane. Check out this month's Action GBX video for a feature on the ten best GBA games, and the feature in this very mag on the best Advance and Color games in each genre. Oh, and thanks for the kewl pic of *Chu Chu Rocket* too, which is at last getting a release over here.



By Shane Lee.

Money, Money, Money

Hey Sakura,
Do you think they'll ever lower console prices? I don't know if I'm the only one that has this problem, but my parents aren't exactly happy to hand over £200 for a PlayStation2, and GameCube looks great but I've heard rumours that it will be over £350. I think the Advance is well worth the money, but it took me over half a year to save for one and another 14 weeks to get a game! I think other readers should write in if they have the same problem. What's the point of making consoles no one can afford?

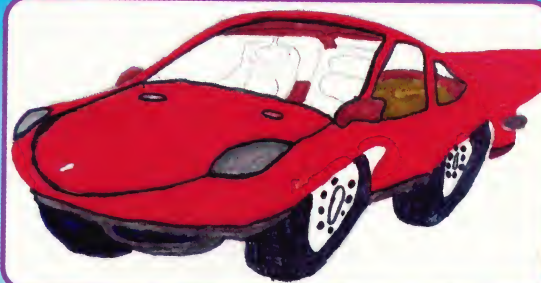
Matthew Jones, Cardiff

Sakura says: Richard, EVERYONE has that problem, apart from a handful of mega-rich gamers. The answer is don't be a technology chaser. Look at the consoles you already own. Have you really had your fill of them? Are they any worse now than they were six months ago? All consoles are expensive when they first hit the shelves, and there's no reason at all to buy one on release day just because they're there. Wait a while,



stick with what you've got, and when the price comes down and there's a pool of decent games for the new machine, buy one.

Car Crazy



Dear Sakura,
Do you like my car? I like drawing cars.

Lee Croctor, Plymouth

Sakura says: Hey, I sure do – it's really kewl! I can imagine myself driving that down the motorway, going hell-for-leather after an intergalactic criminal. Still,

my organisation has only ever traced one intergalactic criminal back to Earth. He was planning to work as a TV repair man after robbing a starship. Trouble is, his getaway shuttle took a knock as he escaped, and he crashed into the moon on his way in.

Question Time

G'day Sakura,
You are famous down under where I got my GBA. Using the advice in your mag, which I smuggled in for a good read on the flight, I got *Tony Hawk's 2* over *Army Men 2* and I agree with Simon it deserved 93%. I was wondering if it's possible to have a Command & Conquer-type games for the Advance? Is there any advance (hee-hee) on the Channel Master featured in the first mag? What was the game on the computer screen in the back ground of the *Ecks Vs Sever* interview? It looked like an aeroplane sim.

Amiel Bailey,
Nottinghamshire

Sakura says: Glad you like GBX and *Tony Hawk's 2*. Regarding your queries, *Mech Platoon* is reviewed

this ish and is a *Command & Conquer*-type game. Betcha couldn't beat me at it! I'm used to getting involved in battlefield strategies for real! No news yet on the Channel Master, and the game on the screen behind Mike Merren during the *Ecks Vs Sever* interview is *Wings*. Yep, it's a flight game, but not a true simulation. It's a conversion of the old Cinemaware game and it's coming to the GBA.



Open Warfare

Dear Sakura,
It's common knowledge that *Advance Wars* has been delayed, but do you know why? There are rumours it's for translation, and rumours it's because of the 11th September disaster. If it's the latter, do you not find this a bit silly? The country most affected still has the game for sale. If it's for translations, then why did they leave it so late to add four more languages? Europe is always dumped on for releases! I wish Nintendo would realise the European market is fed up of getting games late, and that we deserve them at the same time as America. By the way, ace mag and great reviews.

Chris Jennings, Birmingham.



in Afghanistan, and you're right, it is pretty silly. As if gamers can't tell the difference between a cartoon wargame and genuine war. And yes, the game is indeed on sale in America, and readily available over here on import. I agree that games companies (it ain't just Nintendo) should get their act together and release games in Europe closer to their Japanese and American release. It's not always possible to get



'em out on the same day (as you say, translation takes time), but there's no excuse for us having to wait as long as we do.



Teamwork...

Hey Sakura,
First of all I'd like to complain about a mistake you made. I was happy to see my letter and picture printed in Issue Five, but my name is NOT Alex Sobell! I think all those battles with King Zorg messed up your mind. I've included a picture of the GBX team. Don't get my name wrong again.

Rory Lailvaux, Cardiff

Sakura says: Sorry about that Alex – erm, Rory. Cheers for the kewl pic of my boys too. Simon says thanks for giving him a full head of hair, something he hasn't had in years.



Got somethin' on ya mind? Wanna get it off ya chest (just to mix a metaphori)? Write to me! Our Star Letter winner getz a Date! World Port, and the others bag a Code Junkies T-shirt (Medium only). Remember to include your FULL postal address, though – ya can't win if I don't know where to send ya prize!

Send all your happenin' letterz to: Sakura, GBX Magazine, Stafford Road, Stone, Staffordshire ST15 0DG or e-mail me at sakura@gbxtreme.co.uk

BACK WITH A BANG!

COMPLETE YOUR COLLECTION OF GBX MAGAZINE...

Missed an issue of GBX? No worries. Just order it through our back issues service. Just ring our £1.50-a-minute phone line, and the cost of the mag is covered by the call. Simple!

Issue One!

SOLD OUT

Issue Two!

Our sizzling second issue featured: Bomberman Tournament, GT Championship, Tony Hawk's Pro Skater 2 and Tweety and the Magic Gems on the Advance.

1942, Comander Keen, FA Premier League STARS 2001 and Prince Naseem Boxing lead an all-star Game Boy Color cast.

On the video, there's Bomberman Tournament, Pokémon Crystal, Final Fight One and VIP, among others.

Issue Three!

Issue Three's Advance games included Army Men Advance, Denki Blocks!, Earthworm Jim, Fire Pro Wrestling, Hot Potato and High Heat Major League Baseball 2002. On the Color there was an exclusive review of the amazing Tomb Raider: Curse of the Sword, Snoopy Tennis, Mat Hoffman's Pro BMX, Hercules, Denki Blocks!, The Mummy returns and Kena: Warrior Princess.

Not only that, there's a feature on emulation, and a complete solution for Super Mario Advance. On the video is exclusive footage of Tomb Raider: Curse of the Sword, Ready to Rumble Boxing: Round 2, Colin McRae Rally and Tony Hawk's Pro Skater 2.

Issue Four!

Mario Kart Super Circuit leads the Advance pack in Issue Four. Find out why it's so cool. Also, check out BackTrack, Disney's Atlantis: The Lost Empire, Final Fight One, Iridion 3D, LEGO Island 2, LEGO Racers 2, MX 2002, Spider-Man Mysterio's Menace and more. For the Game Boy Color Crowd, there's Micro Maniacs, Pokémon Crystal, Zidane Football Generations, Universal Monsters: Dracula and more!

Not only that, but we've also got a hot feature on original GBA games, a complete solution to Tony Hawk's 2 and Mario Kart, MicroSoft Pinball, Super Street Fighter II Turbo Revival, Speedball 2 and many more on the vid!

Issue Five!

Issue Five's high points include a sizzling Wario Land 4 review. Is it the greatest platformer ever? Other Advance games on offer include Advance Wars, ESPN Final Round Golf, F-14 Tomcat, Lady Sia, Super Dodge Ball Advance, Super Street Fighter II Turbo Revival and LEGO Bionicle. On the Game Boy Color is Stuart Little: The Journey Home, Keep The Balance, Disney's Atlantis, WWF Betrayal and Wendy: Every Witch Way.

On the video there's Wario Land 4, Fortress, WWF Betrayal, exclusive footage of the GameCube in action and previews of Mario Advance 2 and Golden Sun.

Issue Six!

SOLD OUT



BACK ISSUES
HOTLINE!

09065 151402

Terms and conditions: Calls cost £1.50 a minute at all times. Lines are open 24 hours a day, seven days a week. Offer available to UK residents only.

ACTION TIPS

Are you ready for action? With our cut-out-and-keep cheat cards, you're always prepared!



1: First, cut out your sizzling Action Tips coupons.



2: Store them in your game boxes, along with the cart. If you haven't got the game, keep it somewhere safe in case you decide to buy it one day.



3: Whenever you play the game, you've always got the cheats handy!

ACTION TIPS:
SPONSORED BY

**ACTION REPLAY
XTREME**

**ACTION REPLAY
GBX**

The greatest cheat carts
ever to hit the handheld...

ACTION TIPS

Sick of pouring through your magazine collection looking for cheats? With Action Tips collector's cards you no longer have to! Just cut out the cheat card and keep it in your game box along with the cart! What could be simpler? If you haven't got the game, keep the card safe in case you splash out on it one day.



INFINITE
AMMOEXTRA
CHARACTERSINFINITE
HEALTHEXTRA
VEHICLESALL
WEAPONSINFINITE
LIVES

LADY SIA

Bonus Levels

If you get a Perfect rating on every level in a kingdom, you unlock a special bonus level for that kingdom.



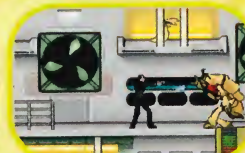
GBX

MEN IN BLACK: THE SERIES

Level Passwords

Enter these codes at the password screen:

FCHTRMNS:Level 2, Forest Landing site
HSDSHSBS:Level 3, Alien Technology Lab
MXNMSNNG:Level 4, Rocket Silo
THXBSCK:Level 5, MIB Safehouse
NNTNDWNY:Level 6, Halloween In Manhattan
NFNTMMDD:At the End



GBX

TETRIS WORLDS

Unlock Popular Tetris

On the Main Menu screen, move the highlight to the Marathon option. Hold down the Left Shoulder Button and press Select. On the Marathon Game selection screen is a new game option called Popular. This is the classic version of Tetris.



GBX

LEGO BIONICLE: TALES OF THE TOHUNGA

Unlock Gali's Mini-Game

To unlock Gali's mini-game, beat the game as Gali or enter this code as your name: 9MA268.

Unlock Lewa's Mini-Game

To unlock Lewa's mini-game, beat the game with Lewa, or enter this as your name: 3LT154.

Unlock Onua's Mini-Game

To unlock Onua's mini-game, beat the game as Onua or use the following player name: 8MR472.



GBX

PORTAL RUNNER

Level Passwords

2:NBNT	20:TGCF
3:FDRD	21:NVLC
4:NVJV	22:TGCG
5:NBRD	23:VJGL
6:PDTG	24:PBDP
7:NTGT	25:NBDG
8:NBGL	26:PDCK
9:PDJP	27:PBGR
10:NVJC	28:TGKR
11:TJDH	29:VJNV
12:VLGL	30:TCMT
13:TJGL	31:VJRF
14:VLJP	32:PCHS
15:NTJV	33:TGMC
16:NTTG	34:VJRJ
17:PBRD	35:TGKB
18:TCVJ	36:NTRJ
19:VJDG	Last Level: .PDND



GBX

BOXING FEVER

Password List

Enter the following as passwords:

90HC6738:Amateur Series beaten
H7649DH5:Top Contender Series beaten
2CG48HD9:Pro Am Series beaten
8G3D97B7:Professional Series beaten
B3G58318:World Title acquired
G51FF888:Survival Mode beaten



GBX

ACTION TIPS

Sick of pouring through your magazine collection looking for cheats? With Action Tips collector's cards you no longer have to! Just cut out the cheat card and keep it in your game box along with the cart! What could be simpler? If you haven't got the game, keep the card safe in case you splash out on it one day.

GAME BOY COLOR



GAME BOY COLOR



ONLY FOR
GAME BOY ADVANCE

BACK TRACK



GAME BOY COLOR



Nintendo

GAME BOY COLOR

X-MEN WOLVERINE'S RAGE



GAME BOY COLOR





INFINITE
AMMO



EXTRA
CHARACTERS



INFINITE
HEALTH



EXTRA
VEHICLES



ALL
WEAPONS



INFINITE
LIVES

POWER RANGERS TIME FORCE

Level Password
To begin on the final
level of the game,
enter the following
password: 8QSD.



M&M MINIS MADNESS



Level Passwords

Enter the following codes at the password screen to
select your level of choice.

World 1

Level 2 Yellow, Red, Blue, Blue, Green, Blue
Level 3 Green, Blue, Yellow, Red, Yellow, Yellow

World 2

Level 1 Green, Blue, Green, Red, Green, Yellow
Level 2 Red, Yellow, Orange, Yellow, Brown, Blue
Level 3 Brown, Green, Red, Blue, Orange, Blue

WENDY: EVERY WITCH WAY

Level Passwords

Enter the following icons to unlock the corresponding
point in the game:

Halfway through: STAR, SQUARE, SQUARE, STAR
Completely through: PLUS, MINUS, PLUS, MINUS



BACKTRACK

Activate All Weapons

To activate all weapons in the game, you
first have to get to the Build Secret Base
on the Dark Side of the Moon menu. To do
this, press SELECT while playing the single-
player game, then enter L, →, B, L, R, ←.
Once you've got access, press A to get the
password screen. Then type 'weap'.

Auto Ammo

To instantly refill all of your ammo, you
first have to get to the Build Secret Base
on the Dark Side of the Moon menu. To do
this, press SELECT while playing the single-
player game, then enter L, →, B, L, R, ←.
Once you've got access, press A to get the
password screen. Then enter 'ammo'.

Invincibility

To become invincible, you first have to get
to the Build Secret Base on the Dark Side
of the Moon menu. To do this, press
SELECT while playing the single-player
game, then enter L, →, B, L, R, ←. Once
you've got access, press A to get the
password screen. Then type 'god' to
activate invincibility.



GBX

MICKY'S RACING ADVENTURE

Switch characters

If you have Mickey and want to switch to
Minnie or Pluto, go to the racing levels
and exit. When you get back to the home
town, go to Minnie's house. To switch to
Pluto, go to his doghouse. You can use
Pluto to find hidden levels, money and
place warps.



X-MEN: WOLVERINE'S RACE

Unlock a New Costume

To unlock the classic brown and
yellow suit, enter this code at
the title screen: ↑, ↑, ↓, ↓, ↓, ↓,
→, ←, →, ←, B, A. The suit also
helps you heal faster.



X

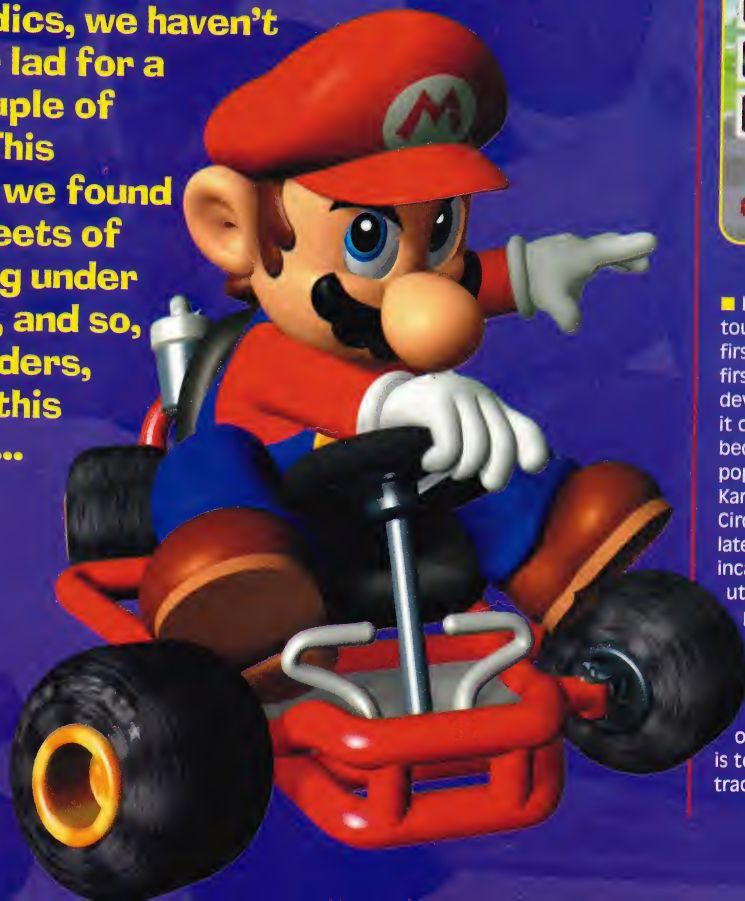
SOLUTIONS • TIPS • PLAYER'S GUIDES

XTREME solutions



MARIO KART SUPER CIRCUIT™

What's the quickest way to send a reviewer round the twist? It's obvious, really. Put them in a small closet, give them a GBA and a copy of Mario Kart Super Circuit, and tell them not to venture out until they've come up with a game guide. Although we've had to open the door a couple of times for sanitary reasons and once to admit the paramedics, we haven't seen our lad for a good couple of weeks. This morning we found some sheets of A4 poking under the door, and so, dear readers, we pass this onto you...



We've not tried to take you through the game track by track, as to be frank, that would constitute a whole magazine and anyway, the game wouldn't be any fun then. Over the next few pages we'll try and give the Mario

Kart novices amongst you the basics on how the game plays, and then once you're up and running we besiege you with handy hints, tips, and secrets that appeal to the novice and expert alike.



■ It seems likely that a tourist, visiting Rome for the first time and catching his first glimpse of Italian driving, devised Mario Kart. However it came about, though, it has become one of the most popular series ever, and Mario Kart Super Circuit is its latest incarnation, utilising the power of the GBA to good effect. The idea of the game is to beat the tracks, win

the trophies and make the other character's lives as unpleasant as possible in the meantime. In Mario Kart Super Circuit you get nine racers to choose from, so let's start by introducing them.



The Contenders

■ The racers are split into three classes; light, middle and heavyweight. Choice of racer and class is very important and will dictate the way you play. Heavyweights are slow, but are difficult to force off the track, whilst lightweights whizz round the courses nicely but are likely to end up being battered in traffic. The most common choice is to go for one of the middleweight racers and experience the best of both worlds, but practising with lightweight racers can bring good rewards too. Unless you're just out to cause trouble, heavyweights seem

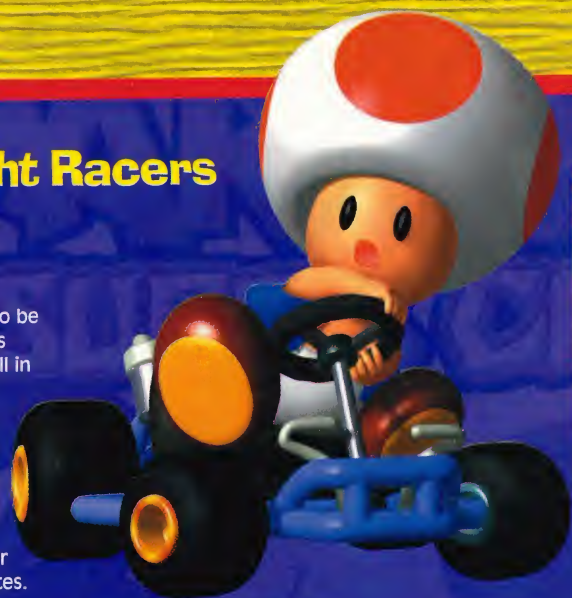
best avoided, although going out to cause trouble is quite acceptable behaviour in Mario Kart Super Circuit, so the choice is yours entirely. Six stars distributed between weight and speed define the racer's weight and acceleration, although top speeds are more difficult to work out.



Lightweight Racers

Peach:

■ Peach has the best handling and overall performance of all the lightweights, and tends to be the best choice from this class. She goes well in the dirt, but as with all the lightweights, is likely to get bumped around too much for some tastes.



Toad:

■ Toad has the best acceleration in the game, and the handling is not bad either. Keep one eye over your shoulder, though, as like Peach, this racer's an easy target for the big boys.



Middleweight Racers

Mario:

■ The man himself, and as ever, the most accessible driver in the game. If you're a novice, this is the racer for you. His balance of acceleration against weight makes him easy to drive and very forgiving.



Luigi:

■ Mario's brother, as if you didn't know already. Luigi's kart handles slightly better than his brother's, but is not quite as nippy. Second best again, Luigi.



Heavyweight Racers

Donkey Kong:

■ For an ape, Donkey Kong drives surprisingly well, he's easy to steer and still heavy enough to mash most things that get in his way.

Wario:

■ Second-highest top speed in the game, which puts him just above Donkey Kong in the heavyweight class, by our reckoning.



Having chosen your racer, you need to go and race. Mario Kart Super Circuit has three game modes to choose from, Mario GP being the main event. The Grand Prix is split into five cups and three difficulty levels, 50cc, 100cc and 150cc. 50cc is nice and easy and a good place to practise, but doesn't really prepare you too well for the

horror that is the top 150cc level. At the top difficulty setting, every other karter is out to inflict maximum damage on you either by running you off the track or by using the weaponry that you can accumulate on your way round. The Grand Prix itself has five cups to enter. These are the lightning, mushroom, star and



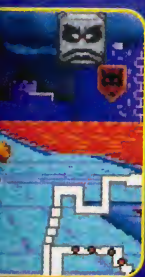
Yoshi:

■ This lightweight won't get bumped around too much, but suffers in comparison with the other two racers as far as acceleration is concerned. Not a particularly good character.



Bowser:

■ Whilst he may have the highest top speed in the game, his handling sucks in a big way. Once you feel confident, try learning to powerslide this monster because this is a route to very respectable lap times. If you're starting out, though, leave him well alone.



flower cups. Each of these is split into four tracks. To enter the fifth cup, which is the Special cup, you need to beat every track and achieve a gold trophy in all previous cups. To do this you're going to need hints and tips for your driving technique. Luckily, we can help you with this...

Weapons of War

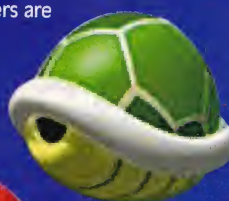
To survive you need to know how to use these items, so here's a brief run-down, with a few tips thrown in.



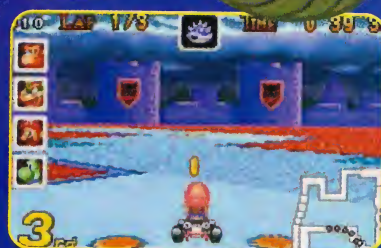
Shells

■ Shells can be found on your travels. Green shells can be fired in a straight line and destroy any racer in its path, while red shells home in on the closest racer. Purple spiny shells home in on the first-placed kart, destroying everything in its path. These shells can also be

positioned behind your kart to prevent you being rammed from behind. Red and green shells can be found in threes. In this combination, they can be used as a revolving shield and fired individually when other karters are close.



■ Shell tip – To avoid the spiny shell when you're in front of it, move right over to the side of the track as the spiny sticks to the middle. Unless you're in first place, of course, in which case you're in big trouble.



Mushrooms

■ Mushrooms increase your speed for a short time, and are fairly common.

■ Mushroom tip – Pretty straightforward, but do think before you use them. Firing up your mushroom as



you come round a hairpin is not a good idea. Use them on the straights.



Banana Skin

■ These can be placed on the track and cause other racers to slide out of control. They can also be held on the back of your kart to protect your rear.

■ Banana Tip – Put them somewhere where they're going to do some damage, eg, on corners or in a tight gap. Best used when the racers are behind you in a group, and if you going to throw them in front of you,



for God's sake don't drive over them yourself!



Star

■ Boom! You're invincible, best feeling in the world. You cannot be hit by other weapons, and as a bonus, you get a speed boost too.

■ Star tip – Your speed boost is maintained whether you're on the track or not, so - off-road! Just pick a straight line and go for it. Watch out for water, though, as even the star can't save you from that.



Lightning

■ You won't find many of these, but when you do, you can use it to reduce your opponents to a fraction of their previous size. Naturally this slows them down, which is nice..

■ Lightning Tip – They're all tiny, so squash them. Running another racer over when reduced to this size means that they won't be able to exceed 2mph for a good length of time.



Boo

■ Boo is a ghost. He can steal items from other racers and give them to you and can also render you invisible, which of course means you can't be hit by weapons.



■ Boo tip – Boo is best used when in second place, as he also causes the leader to slow down.



Driving Technique

■ If you don't learn how to powerslide, you'll never get anywhere in this game, so this is the first thing you need to master. For the perfect powerslide, follow these simple points. Use the right shoulder button to hop whilst pressing Left or Right, and hold it down. After you land you find yourself sliding in the direction you've chosen. Release the right shoulder button and straighten up. If you do this well, you get a turbo boost. Practise on the open road for a while and then start using it on corners. This is especially handy on hairpin bends, and before long you notice some major lap time

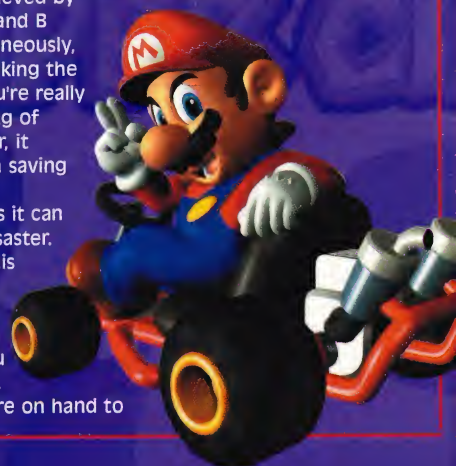
improvements. Turbo boosts can also be achieved at the start of a race by holding off on the accelerator until the lights change. This also works when Lakitu is about to place you back on the track after a spill. The B button is the brake. Distance yourself from this. Braking is for girls and should only be used as a last resort. You may brake to avoid weapons, but otherwise don't bother. To brake correctly to prevent spinning out on a puddle or banana skin, tap B as your kart wobbles. It only works if you're wheels are straight - if you're turning, you spin. Get it right and the game

compliments you by showing a musical note above your kart. Other than that, Mario Kart Super Circuit punishes the use of the brakes unmercifully. Corners are better taken with a powerslide, and obstacles should be driven around or jumped over. This is not real life, and you won't kill anyone if you crash, so leave the brakes alone.



Once you've mastered these quite basic techniques, you may want to attempt the rather spectacular spin turn. This can be achieved by pressing the A and B buttons simultaneously, just prior to making the turn. Unless you're really getting the hang of things, however, it might be worth saving this for real emergencies, as it can easily end in disaster. Even with all this wonderful advice, there are going to be times when you get caught out. As always we are on hand to

help, so below we have picked out some of the toughest moments on the toughest tracks.



When The Going Gets Tough...

Mushroom Cup



■ The first cup is the Mushroom Cup. You can pretty much disregard this as far as difficulty is concerned. The Mushroom Cup is an introductory level that your grandmother could probably complete between meals. You need to watch out for some lava and stuff on the last

level, Bowser Castle, but to be honest, if you find these tracks difficult then you may as well throw your GBA down the toilet and take up embroidery, as your grandmother might be able to give you some tips on that too.



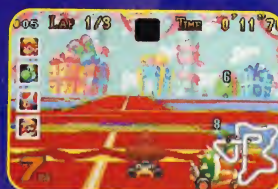
Flower Cup

■ Things don't really start to hot up until the second level of the Flower Cup, Boo Lake. Here you find loads of Boo's mates as well as a lot of disappearing barricades, so make sure you try and keep on the track in the first place. On the next course, Cheese Land, do watch out for those pesky mice as collision with them costs you time and money. The final level is another visit to Bowser's Castle, only this time the lava pits need decent jumps to clear them, so make sure you hit the jump boosts correctly. Or expect a fiery doom.



Star Cup

■ The Star Cup is more difficult than its predecessors. There are several icy surprises to be had in Snow Land, not to mention some psychotic penguins, which are best avoided. If you hallucinate easily, you may want to get a friend to help you through the Ribbon Road. Yoshi's Desert introduces you to the Piranha Plant, it is vital that you stay on the track otherwise you will become bogged down in the desert or munched by this most scary of plants. Finally you return to Bowser Castle where a lack of barriers and excessive lava are the order of the day.



Lightning Cup

■ The Lightning Cup is not really much more difficult than the Flower Cup. Expect a rainy start at the Luigi circuit, so remember what we said about straightening up when you hit puddles; we want to

see lots of music! A hazard free time awaits you in the Sky Garden, but things get slightly more tricky in Sunset Wilds, avoid those teepees otherwise you have an unwelcome passenger

stealing your cash. Hopping up and down sometimes dislodges these pesky Injun thieves but don't bank on it.



Special Cup



■ Round about this time you'll be thinking you're a bit special. You've got a gold trophy in every cup and completed every track. Did we forget to mention the Special Cup?

In this cup the tracks are roughly twice as hard as anything you've encountered before. Lakeside Park is a very frustrating business. Not only do you have to cope with volcanic eruptions, but hairpins and jumps are fraught with hazards that can drop you quickly down the field. If you struggle through this then it's onto the Broken Pier, where one false move

will dump you into a murky watery death. Your fourth visit to Bowser Castle should follow, but panic not, if you found that difficult then the final stage Rainbow Road will drive you to distraction. As the last cup track it is one of the hardest in the game. Don't overdo it, avoid turbo boosts unless you are sure where they are taking you and, for once, we will let you use your brakes here.



And that's about it. Apart from the many retro and bonus tracks available once you've completed the Special Cup, of course. Having spent two weeks locked in a broom cupboard with my trusty GBA and Mario Kart Super Circuit, I can safely say that it is a king

amongst kart games, and I haven't even come close to covering all the features, gimmicks, and bonuses available. Whether you're one of life's Bowers or a super-speedy Yoshi, play it and enjoy. Just don't forget to powerslide!

Multiplayer - Make Friends and Influence People

■ With the necessary gamepack and the correct number of Game Boys, you can connect up for some more sociable racing. Multiplayer allows you to annoy your friends in any number of ways. Battle Mode is the most destructive, and therefore most fun, but different options are available. Even with only one gamepack you can link up to a friend for a limited race mode, but for you flash people who own a game each, up to four players can compete.



Super Nintendo - Back to the Future



■ Having completed all the standard tracks, you will be able to access 20 bonus SNES tracks, put on there specially for all you older gamers out there who want to remember the good old days. To get into these you need to have won gold trophies in all the cups, including the Special Cup, and this needs to have been done at the



same difficulty level. Having done that, collecting more than 100 coins on a standard level unlocks a retro track for you to race on. Stay at the same difficulty level, though, and we warn against trying to achieve this at 150cc. Oh well, don't say we didn't warn you...



The Rankings

■ More complicated than splitting a bill between 20 Scotsmen, the mathematics used to determine your rankings are as yet unfathomed. We think it is dependent on the following; the amount of coins collected, cup race times and cup race position. How this is combined to give you a ranking of one to eight is something Stephen Hawking is still working on.





Konami Krazy Racers - it's a bit like Mario Kart, isn't it? So we thought it wouldn't be fair to give the big daddy kart game a walkthrough without a look at this one - starting with a quick run through all the cups and tracks.

Krazy Cup Ganbaru Dochu 1

■ A nice easy starting course this one. Just watch out when you're crossing the bridge, 'cos a dip in the drink really slows you down.



Sky Bridge 1

■ Some nasty turns in this one, as well as some dodgy jumps, so make use of the speed boosters, and look out for the clouds that shoot lightning at you.



Moon Road

■ It's like, cosmic, man! But it's also a pretty wide and simple track, so it shouldn't pose too many problems.



Poppin' Beach 1

■ The last track in Krazy, but it's not that Krazy after all, so keep your cool as you go round and it shouldn't be a problem. For those extra few seconds, try hopping repeatedly over those small areas of water.





Hyper Cup

Power Stadium

■ Not just any stadium, this is the Power Stadium. Get the items in each corner, but look out for the gophers that pop out the ground at each one. You've also got to watch out for the baseballs bouncing around between 2nd and 3rd base - well, if you're gonna race around a baseball pitch, what do you expect?



Ganbaru Dochu 2

■ Bit trickier than the first Ganbaru Dochu, but once you get past the sharp turns on the bridge there shouldn't be too much to worry about.



Space Colony 1

■ NOK, this one's a bit of a donkey's rear end, with all the sharp turns, large jumps, and those damned holes in the track. With a bit of practice, though, it's possible to jump over the holes, and that gives you a clear advantage over anyone going around them.



Cyber Field 1

■ This Metal Gear Solid track's not so bad, but keep an eye out for the enemies coming out of the ground - you can spot them in time, so just be careful with it.



Premium Cup

Magma Castle 1

■ Ouch, there are loads of hazards in this one, with the fireballs, narrow bridges and spikes. However, there's a shortcut if you're up for dodging some fireballs. When you get to the second half of the track you'll see the main bit bend to the right, with another path going straight on (ok, it's not that secret). Head on straight and hit jump, then continue straight along the small jumps.



Champion Cup

Ice Paradise 2

■ Right, now this track is just evil. The worst bits are probably the jumps, after which you have to steer sharply if you want to avoid the water. Then there's the snowmen and penguins on the track, and to cap it all, giant snowballs rolling around to crush you. You'll really need to keep your wits about you for this one.

Sky Bridge 2

■ Not particularly easy, this one. There's a long right turn at the start, then a huge jump over another bit of the track. Make sure you jump all the way and go straight, 'cos if you end up on the lower bit of track you're in trouble.



Magma Castle 2

■ Near the beginning of this one is a circular path that you can go around in either direction, then carry on straight. To get 'round the really sharp corners near the middle of the track, make sure to use the arrow boosters.



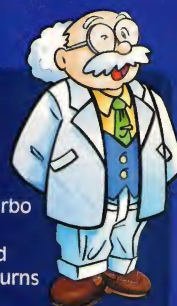
Cyber Field 2

■ The last level of Champion, but it's not that bad compared to some of the previous ones. Avoid the giant crates at the beginning, and look out for the two large jumps followed by a sharp right turn. There are a few more crates at the end, but if you've got through the rest of this cup it shouldn't be too tricky to bring it home for the last one.



What Have Fish Fingers Got to do With It?

■ Well, it's the bird's eye view of course. You know how you get a replay when you come in the top three of a race? Well, if you press and hold B during the replay you can lock the camera onto your player, and then control the camera with the D-pad. Even better, swing the camera up high for a great view of the course.



Poppin' Beach 2 Space Colony 2 Ice Paradise 1

■ Loads of sharp turns in this one, so use a guy with good grip if you can (get a grip, man, dammit!), and don't be afraid to slow down. Also don't forget you can hop over water if you're going fast enough, so don't go sinking on us.



■ Aaaargh, those holes again, but this time you've also got giant robots and falling stars to deal with. Both of those will stop you for a bit if they get you, so watch out!



■ Not exactly paradise for the inexperienced Krazy Racer, especially as it can be hard to work out where you're supposed to go. Use the map where necessary, and watch out for the penguins and the water hazard along the sides.



Where Did They Get That Idea?

■ Believe it or not, it's possible to get a turbo boost when you start the race, if you accelerate at the right time. Just press and hold A just before the fourth stone head turns red.



Secret Characters

Right, if you got that far, you probably noticed the diamond at the end of that last track, Cyber Field 2. You probably also noticed that collecting it unlocks Bear Tank, a pretty nifty vehicle that's gonna come in very handy. But it doesn't stop there. Listen up for how to unlock the other secret characters.

Ebisumaru

■ You need to have obtained the Bear Tank already to unlock this dude from the Goemon series. Then all you've got to do is play Ganbare Dochu 1 and 2 with the Tank and break the records. Easy, huh?



King

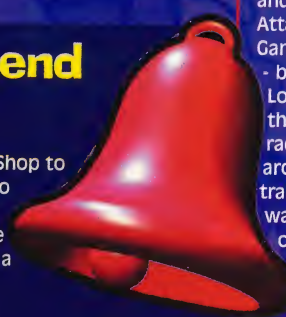
■ King from Pop'n Music is a bit more of a challenge to unlock. You need a diamond from Sky Bridge 2, and I recommend you use Bear Tank to do it. Before the first jump, get a turbo boost from a blue bell. Hang left before the jump, then do a hard right and use the boost just before you hit the jump. With a bit of luck you land on a hidden island and on it is the diamond you need.

Vic Viper

■ The plane from the Gradius games is unlocked in the Moon Road track. You have to play it in Grand Prix mode, and again you're best off using Bear Tank. Before the first jump, make sure you get a blue bell so you're ready with a boost. Then just before you hit the jump use the boost and push hard to the right, to get to another secret island with another unlocking diamond.

Spend, Spend, Spend!

■ Don't forget to put the Item Shop to good use. You can buy up to two of any item, and that gives you extra uses when you pick up the right item during the race from a red bell.

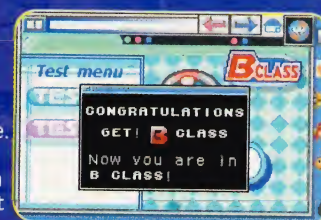


Licences

Finally, a quick run-through of the different licences and how to get them.

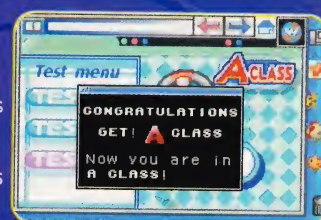
B Class

■ You need to win the Krazy Cup before you can try the tests for this one. The first test is a Time Attack on Poppin' Beach 1, and you need to do it in less than a minute to pass. The second puts you in a Match Race against a computer opponent, in a random track from the Krazy Cup. Naturally, you need to win.



A Class

■ Win the Hyper Cup and the Premium Cup to try this one. Test One is a Time Attack on Magma Castle 1, and you have to do it in less than 1'53". Taking the shortcut is probably a good idea. Test 2 is another Match Race, and Test Three is a Mock Race with seven other opponents, and you need to come first.



S Class

■ Win the Champion Cup to have a go at this. Test One is Cyber Field 2 in 2'20" - not easy! Practice with Bear Tank, then try it. It's pretty-much got to be all perfect, though. Tests Two and Three are pretty much like before, but Test Four is a Time Attack on Ganbare Dochu 2 - backwards! Look out for the other racers coming around the track the right way. You've only got one minute, so be careful.



ON THE SHELVES

Our monthly round-up of almost every game on the Game Boy scene...

GAME BOY ADVANCE



A >

Advance Wars91%

A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.

Army Men Advance73%

A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.

B >

BackTrack82%

Limited in one-player, but in multiplayer mode it really comes into its own.

Bomberman Tournament92%

Superb return to 2D form for Bomberman. One of the greatest multiplayer games of all time, and a blast on the Advance.

C >

Casper80%

Ghostly save-'em-up in the Sleepwalker mould. Great fun, but incredibly tough at times.

Castlevania: Circle of the Moon79%

As good as any Castlevania game, but fails to take the series forward.

ChuChu Rocket91%

Fantastic multiplayer rodent-catching puzzle which works well on your own too.

D >

Denki Blocks!92%

Astounding puzzler that emphasises brainpower rather than co-ordination. A true GBA classic and no mistake.

Dexter's Lab: Deesaster Strikes89%

Pseudo-3D action puzzler. Faithful to the cartoon and great lastability.

Disney's Atlantis: The Lost Empire 48%

A really great game engine, with gameplay as an afterthought. So workmanlike its jeans hang over its bum.

Driven90%

Thrilling indy car-style game which follows the movie's plot far closer than you'd expect.

E >

Earthworm Jim70%

This whacked-out platformer from the SNES features some of the weirdest humour ever.

Ecks Vs Sever95%

An amazing first-person blaster with stealth, action, sniping and more.

ESPN Final Round Golf66%

Fun for a while, but needs to decide whether it wants to be a serious sim or an arcadey knock-around.

ESPN X-Games Skateboarding.....66%

Bravely takes on the classic Tony Hawk's, but loses. Woeful Park Mode doesn't help.

F >

F-14 Tomcat82%

A flight sim on the GBA? Yes it is, and a good one too. Great link-up dogfighting mode adds to the longevity.

F-Zero: Maximum Velocity.....93%

Brilliant racing action, brought to life with superb opponent AI.

Final Fight One.....69%

This scrolling beat-'em-up is looking dated. Walk up to a baddie and belt him until he falls.

Fire Pro Wrestling.....82%

In its own right this is a very good wrestling sim, but it's let down by stealing too many ideas.

Fortress62%

A brave but misguided attempt to update the classic Tetris gameplay. Fun at first, but too repetitive.

G >

Gradius Advance92%

The ever-popular Gradius series debuts on the GBA with this all-original blaster.

GT Advance66%

A game of two halves. Brilliant depth and sense of progress, average racing.

GT Championship.....82%

An into-the-screen racer that shows what the GBA can do, but it's not the classic driver we're all waiting for.

H >

High Heat Major League Baseball 200287%

Fluid animation and a great learning curve make this one a surprise hit.

Hot Potato!83%

Scrolling puzzler where you match coloured potatoes to make them disappear. Works really well too.

I >

Inspector Gadget84%

A worthy cartoon platformer with lots of character and features. Good graphics too.

Iridion 3D37%

As a programmer's demo it shows what the Advance can do, but they forgot to put the game in.

International Superstar Soccer...55%

A very disappointing football sim. Its clumsy controls never feel quite right.

J >

Jurassic Park III: DNA Factor .38%

Absolutely useless run-along with appalling graphics and animation, and gameplay that's extinct.

Jurassic Park III: Park Builder...76%

Great strategy game in the Theme Park mould, but flaws like lack of scenario modes let it down.

K >

Kao the Kangaroo79%

A competent and well produced platformer, but it won't worry Mario or Wario.

Konami Krazy Racers81%

This Mario Kart rip-off works well, but you need more than one copy to multiplayer.

Kuru Kuru Kururin.....91%

Terrifyingly tricky, but tantalisingly taxing, this pristine puzzler's a peach.

L >

Lady Sia.....88%

Cartoon platformer - nothing original, but executed with panache and flair. Great graphics and level design.

LEGO Bionicle.....68%

LEGO's Jack-of-trades approach means Bionicle is a master of none, but it's fun in its own right.

Lego Island 2: Brickster's Revenge 70%

Kiddie RPG that's fun at first, but quickly becomes monotonous.

LEGO Racers 2.....77%

The game's RPG elements (yes, RPG elements) let it down. Mario Kart Super Circuit is still king.

M >

Mario Advance90%

Not the blockbuster we hoped for, but still a great game in its own right.

Mario Kart Super Circuit93%

One of the greatest racers ever explodes onto the Advance. Mixes the best elements from Mario Kart on the SNES and on the N64.

Men in Black: The Series.....38%

Awkward, tedious, insipid, dated - this platform blaster's a complete waste of money.

Midway's Greatest Arcade Hits 40%

Defender, Joust, Robotron 2084, Sinistar. Four old classics isn't enough for £35.

Mr Driller 258%

Fatally flawed coin-op conversion. Not enough here to justify the asking price.

MX 200263%

The sound reminds you of vacuum cleaners, the tracks all look the same and the racing second rate.

P >

Pinobee: Wings of Adventure 56%

A mediocre platformer that tries, and fails, to be another Rayman.

Pitfall: The Mayan Adventure 72%

Great graphics and animation, but ultimately this platformer is merely better than average.

Phalanx83%

Side-scrolling blaster from the old school. Only action junkies need apply.

Planet Monsters79%

A surprise hit in the office. Simple Pengo-inspired action, but great fun to play.

Powerpuff Girls: Mojo Jojo-a-Gogo46%

Not the greatest side-scrolling blaster, despite being faithful to the cartoon. Awkward and bland.

Prehistorik Man56%

No one minds really great SNES coming to the Advance, but why port this mediocre platformer?

R >

Rampage Puzzle Attack80%

A fun puzzler which has nothing to do with the Rampage series whatsoever.

Rayman Advance.....94%

This is the best launch title on the Advance. A superb conversion of the PlayStation hit.

Ready 2 Rumble Boxing: Round 2 .

.....23%
The Advance's lowest blow. First speed is stupidly slow and the perspective's awful.

GAME BOY COLOR

Rocket Power: The Dream Scheme 72%
Solid if unoriginal platformer.
Nothing outstanding, but perfectly playable.

Rugrats: Castle Capers51%
A very ordinary platformer. It's not a bad game, but it's very middle-of-the-road.

S >

Spider-Man: Mysterio's Menace87%
What it lacks in originality, it makes up for in style.

Spyro: Season of Ice78%
A strong pseudo-3D platformer let down by some silly flaws.

Super Dodge Ball Advance79%
The NES version was a cult classic, and while this doesn't quite live up to it, it's not a bad ball-flinger.

Super Street Fighter II Turbo Revival 90%
The ultimate version of Street Fighter II. A spectacular conversion of the fighting game that made beat-'em-up history.

T >

Tetris Worlds70%
What's there's good, but with no battery back-up and no four-player action, it's not enough.

Tony Hawk's Pro Skater 293%
Stunning visuals, precision controls, variety - it's got the lot! A real classic, and one of the best launch titles.

Tweety and the Magic Gems ...46%
Sub-games variable in quality, and boardgame theme bores.

W >

Wario Land 496%
Check the score. Fantastic platformer set in Mario's world. Exclusive to the Advance!

WWF: The Road to WrestleMania52%
Mediocre bone-bender with average graphics and not much wrasslin' action.

X >

X-Men: Reign of Apocalypse30%
Disastrous scrolling fighter you can complete on your first attempt. Stick to the comics.

PLATFORM GAMES



1 Super Mario Bros DX 98%
 The greatest platformer ever to hit the Game Boy Color. Bar none.

2 Donkey Kong Country 96%
 Amazing conversion of the SNES classic.

3 Wario Land III 94%
 Sizzling platformer starring Mario's evil alter-ego.

4 Rayman 91%
 This colourful and cute offering looks as good as it plays. Which is very good.

5 Disney's Aladdin 91%
 Fab Mega Drive conversion which proves Disney can design games after all.

6 Bubble Bobble Classic 90%
 Riveting retro action with Bub and Bob. Classic stuff!

7 Disney's Tarzan 90%
 For once, Disney's visuals are matched by the gameplay.

8 Prince of Persia 90%
 Log in the tooth, but still a looker. Great fun.

10 Wario Land II 90%
 Graphics not up to Disney's standard, but game's great.

PUZZLE GAMES



1 Denk! Blocks! 90%
 Cerebral smasher everybody should own.

2 Tetris DX 89%
 Fantastic gameplay, but copy graphics.

3 Pop N' Pop 89%
 Looks and plays great, but Adventure Mode missing.

4 Klax 89%
 Pristine puzzler from the old school. Match those tiles.

5 Chessmaster, The 89%
 Great sim, but lack of modes lets it down.

6 Hello Kitty's Cube Frenzy 88%
 Weak visuals, but packed with great gameplay.

7 Pokémon Puzzle Challenge 87%
 Nothing to do with Pokémon, but plays great.

8 LEGO Alpha Team 82%
 Interesting action puzzler based on LEGO characters.

10 Shanghi Pocket 80%
 Fun and relaxing, but hard to see the tiles.

BEAT-'EM-UPS



1 Batman OTF: Return of the Joker 90%
 Sizzling scrolling fighter. Easy but fun.

2 International Karate 2000 89%
 Classic martial arts mayhem with heaps of humour.

3 Knockout Kings 89%
 The Game Boy's champion boxing sim.

4 WWF Attitude 86%
 The best wrestler on the GB, but room for improvement.

5 Prince Naseem Boxing 85%
 Heavy hitter starring The Prince.

6 Street Fighter Alpha 80%
 Classic beat-'em-up thrills on the Color.

7 Power Quest 80%
 Fun game, but get IK 2000 first.

8 Karate Joe 80%
 Retro rave still thrills - classy!

10 WCW Mayhem 76%
 A fair grappler, but in no way definitive.

COMPILATIONS



1 Game and Watch Gallery 3 90%
 LCD marvels with improved graphics.

2 Joust/Defender 88%
 Twin pack featuring two classic coin-ops.

3 Game and Watch Gallery 2 86%
 More LCD marvels with improved graphics.

4 Konami Classics Vol. 2 80%
 Parodius, Block Game, Track & Field, Frogger.

5 Déjà Vu I & II 80%
 Two NES detective graphic adventures.

6 Konami Classics Vol. 3 75%
 Pop n' Twinbee, Bikers, Mystical Ninja, Guttang Gottang.

7 Konami Classics Vol. 1 73%
 Castlevania, Gradius, Probotector, Konami Racing.

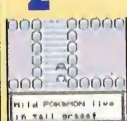
8 Konami Classics Vol. 4 70%
 Gradius II, Castlevania II, Artic Adventure, Yie Ar Kung Fu.

10 Battlezone/Breakout 70%
 Long in the tooth, but still ace.

RPGs


1 **Zelda: Link's Awakening DX** **98**


Is this the greatest GBC game ever?

2 **Pokémon Yellow** **96**


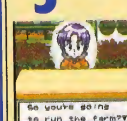
Gotta catch 'em all! Special version of Blue/Red.

3 **Daikatana** **93**


Real-time RPG in the Zelda mould.

4 **Zelda: Oracle of Seasons/Ages** **91**


Two games which link together. Fantastic!

5 **Harvest Moon 2** **91**


RPG based on farming? Surprisingly good.

6 **Pokémon Red/Blue** **91**

The games that started the craze.

7 **Dragon Warrior Monsters** **91**

Pokémon-style RPG which drops the cute angle.

8 **Pokémon Gold/Silver** **90**

Makes advances over Red/Blue, but still very similar.

9 **Revelations: The Demon Slayer** **90**

One of the GBC's best pure role-players.

10 **Heroes of Might and Magic** **87**

Ambitious PC port. Works well despite small sprites.

DRIVING GAMES


1 **TOCA** **96**


Solid GT-class driver – tough but fair.

2 **Micro Machines V3** **93**


Spectacular racer featuring tiny vehicles.

3 **Micro Machines 1&2 Twin Turbo** **90**

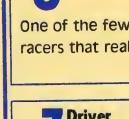

Race mini motors over desks, dinner tables and more.

4 **Dukes of Hazzard: Racing for Home** **90**

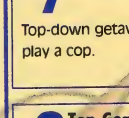

Really cool mission-based action driver.

5 **F1 Championship Season 2000** **89**

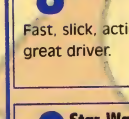

The best (and only decent) F1 sim on the Color.

6 **Wacky Races** **89**


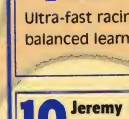
One of the few into-the screen racers that really works.

7 **Driver** **88**


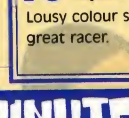
Top-down getaway game. You play a cop.

8 **Top Gear Rally 2** **87**


Fast, slick, action-packed – a great driver.

9 **Star Wars Ep 1: Racer** **86**


Ultra-fast racing and a well balanced learning curve.

10 **Jeremy McGrath Supercross 2000** **85**


Lousy colour scheme, but a great racer.

SPORTS SIMS


1 **Mario Golf** **96**


Puts the fun back into golf. Links with the N64 game.

2 **Mario Tennis** **94**

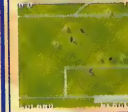

Tennis with character development and N64 compatibility.

3 **Road Champs** **93**

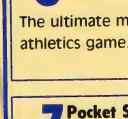

BMX stunt outing with great controls.

4 **Dave Mirra Freestyle BMX** **93**

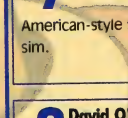

Looks good, plays well, feels right – stunt perfection!

5 **O'Leary Manager 2000** **92**


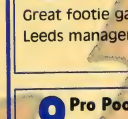
Arcade and management elements perfectly fused.

6 **Carl Lewis Athletics** **91**


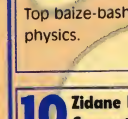
The ultimate multi-event athletics game.

7 **Pocket Soccer** **90**


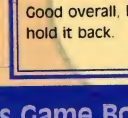
American-style five-a-side soccer sim.

8 **David O'Leary Total Soccer** **88**


Great footie game licensed from Leeds manager.

9 **Pro Pool** **85**


Top baize-basher with good ball physics.

10 **Zidane Football Generations** **78**


Good overall, but stupid flaws hold it back.

SHOOT-EM-UPS


1 **Cannon Fodder** **97**


Fabulous strategy shooter from the Amiga. Fantastic!

2 **R-Type DX** **97**


An excellent package featuring several R-Type games.

3 **Perfect Dark** **93**

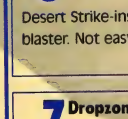

Tricky, but rewarding. A sumptuous game.

4 **Worms Armageddon** **91**

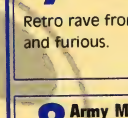

Hilarious turn-based combat using guns, bombs and sheep.

5 **1942** **85**

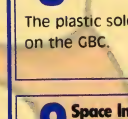

Classy coin-op conversion oozes charm and appeal.

6 **Top Gun** **83**


Desert Strike-inspired plane blaster. Not easy!

7 **Dropzone** **83**


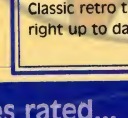
Retro rave from the grave. Fast and furious.

8 **Army Men 2** **82**


The plastic soldiers' best effort on the GBC.

9 **Space Invasion** **80**


The best interpretation of Space Invaders on the Color.

10 **Asteroids** **80**


Classic retro thriller brought right up to date.

ACTION GAMES


1 **Tomb Raider** **97**


Lara's just as loveable on the small screen.

2 **Metal Gear Solid** **95**


Stealth combat loses nothing on the Color.

3 **Tomb Raider: Curse of the Sword** **90**

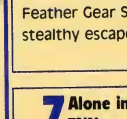

Game Boy-exclusive storyline in this great game.

4 **Castlevania Legends** **88**

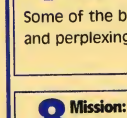

You can't go far wrong with Castlevania...

5 **Winnie the Pooh: ...100 Acre Woods** **85**

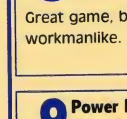

It's for the kids, but fun nonetheless.

6 **Chicken Run** **83**


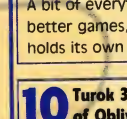
Feather Gear Solid? Make that stealthy escape...

7 **Alone in the Dark: TNN** **81**


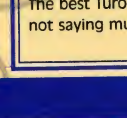
Some of the best graphics ever, and perplexing puzzles.

8 **Mission: Impossible** **80**


Great game, but visuals only workmanlike.

9 **Power Rangers: Time Force** **80**


A bit of everything. There are better games, but this one holds its own just fine.

10 **Turok 3: Shadow of Oblivion** **70**


The best Turok game, but that's not saying much.

UP TO THE MINUTE!

Last issue's Game Boy Color games rated...

Baby Felix Halloween **54**

A graphic adventure on the Game Boy? And a damned fine one at that! Superb visuals.


Fish Files, The **85**

A graphic adventure on the Game Boy? And a damned fine one at that! Superb visuals.


Fort Boyard **31**

Bizarre controls and mingly gameplay make this one to avoid. The TV shows' tripe too.


Hugo: Black Diamond Fever **30**

The foundations of a great collect-'em-up's there, but nothing is done with it.


Power Rangers: Time Force **60**

Fine action fighter-cum-shooter-cum-platformer starring the Power Rangers.


Santa Claus Junior **55**

Another formulaic but fun platformer. Production values can't be faulted, though.


World is Not Enough, The **68**

Tries to be Metal Gear Solid with beefed-up blasting, but falls. Bond deserves better.



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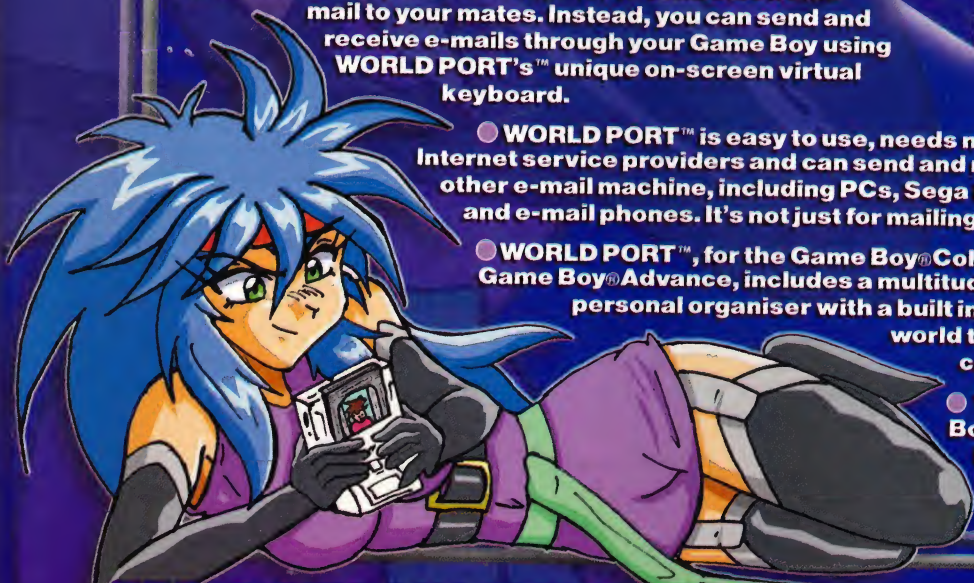


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FALL OUT!

What's going to be in next month's GBX?

MONSTERS, INC

It's gonna be big in the cinema, but will it be huge on the Game Boy? We find out...



ISSUE EIGHT ON SALE: 2nd January 2002

THUNDERBIRDS ADVANCE

The supermarionated marvels are heading for the GBA, but is it FAB? We'll see, PDQ...



POCKET MUSIC

We were expecting this one this month, but it never materialised. With any luck, it should be ready for next issue...



SONIC ADVANCE

Next year's rave or out of date? Trust the GBX crew to blow it wide open!



DAVID BECKHAM SOCCER

England's World Cup hero comes to the Advance, but will his game take the trophy?



PLUS...

Creatures Advance, Army Men: Operation Green, Bonx, Smuggler's Run, GTA 3, Tekken Advance, Fire Eaters, Eggo Mania and more!

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* example cheat only - please note that game save cheats will vary depending on the individual game

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